

SEGA RALLY CHALLENGE • 6-PAGE 32X ROUND-UP

100% Sega Gaming!

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# Sega Pro

● Issue 56 ● April '96

● Saturn ● Mega Drive ● Mega 32X ● Game Gear ● Arcade

## Deadly Skies

The beat-'em-up meets the flight sim in JVC's latest Saturn stunner.

**Exclusive review inside!**

**Also Inside!**

**Saturn**

FIFA '96

Cyberia

Shellshock

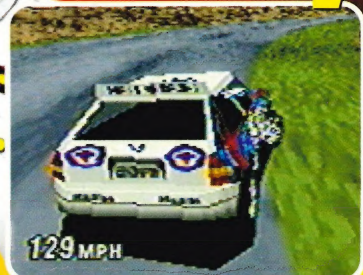
Striker '96

**Mega CD**

Batman & Robin

Myst

**FREE!**  
**Sega Rally**



**8 PAGE TIPS PULLOUT!**







PC, PC CD-ROM, MAC, AMIGA, MEGA DRIVE, SNES,  
PLAYSTATION, SATURN, CD32, JAGUAR, GAMEBOY.



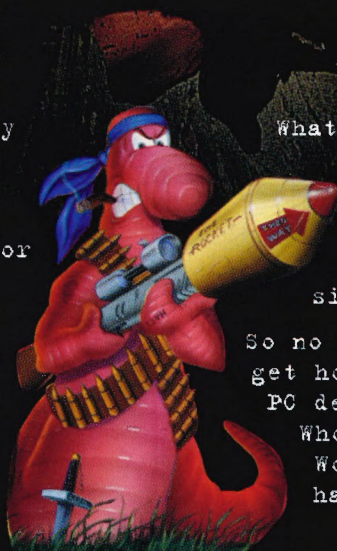
# WORMS

they've turned

Ever felt like mercilessly blowing away your bank manager, tax collector, teacher, brother, sister, best friend, worst enemy or Jeremy Beadle?

Now you can, with Worms, the game of the year from Team 17 and Ocean.

It's totally pointless violence and totally addictive gameplay. Perfect.



What's it all about?

Well, rather like the morning after a really hot curry, the feeling is impossible to explain. You simply have to experience it.

So no matter what else you do today, get hold of a copy of the playable PC demo of Worms and blast away. Who knows, maybe you'll have the World's hardest worm.

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**WORMS PLAYABLE PC DEMO - <http://www.team17.com/>**



# Sega Pro

**Life as an Editor isn't all fun and games. Still, Dino is looking forward to the summer even though the temperature outside is minus 10!**



Welcome again to another issue of SEGA PRO. Now that Christmas is just a distant memory, we can look forward to warmer weather, plenty of beach parties and loads of games! Easter has always been a good time for games and this year is no exception. No less than 68 games are planned for release in the first half of this year, but sadly we can't cover them all in a single issue! At least you can rest assured that future issues of *Sega Pro* will be full to the brim.

On a slightly more serious note, the Saturn is now facing some stiff competition in the market place. With Nintendo's new Ultra 64 just a few months away from world-wide release, Saturn owners are understandably worried that their console will fall in oblivion. The latter half of last year was a disappointing one for Saturn owners – some people might even go so far to say that it was downright awful. Sega have recently held a conference for third-party developers (see the news pages for more info) in which they state that their support of the Saturn has grown stronger than ever and that 1996 will be their year. Let's hope they're right...

Anyway, time to get on with the issue! Because the *Virtua Fighter 2* Tips Pull-out was such a roaring success (thanks to all of you who wrote in and showed their appreciation!), we've decided to continue with them for the time being. This month, you will find the definitive guide to *Sega Rally* nestling between the covers (oooer!). We've also got some great compos, the usual smattering of tips and cheats, plus some great features from the world of Sega. Keep those letters and drawings coming (we love to hear from you) and I promise that the next person who makes a joke about my beard falling off will be forced to play NES games for a month!

Take it easy and remember the Sega Pro motto - Work hard, play hard! Until next time...

**Dino Boni -  
Editor**





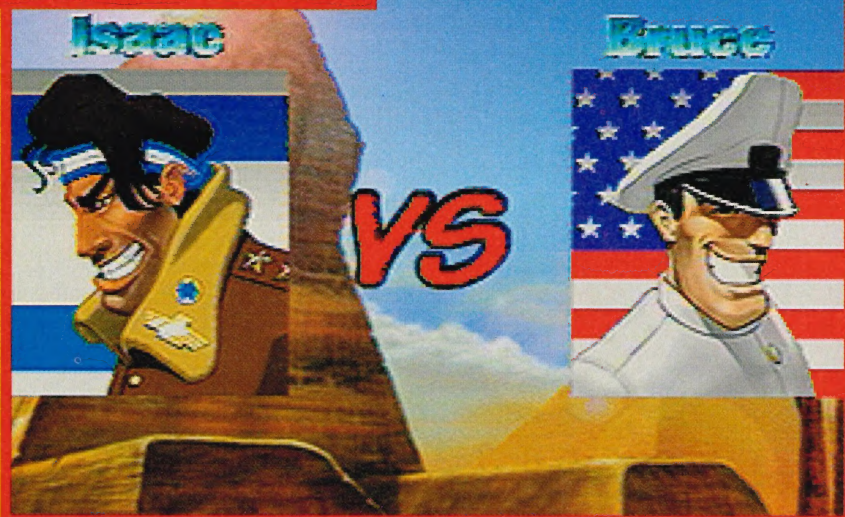
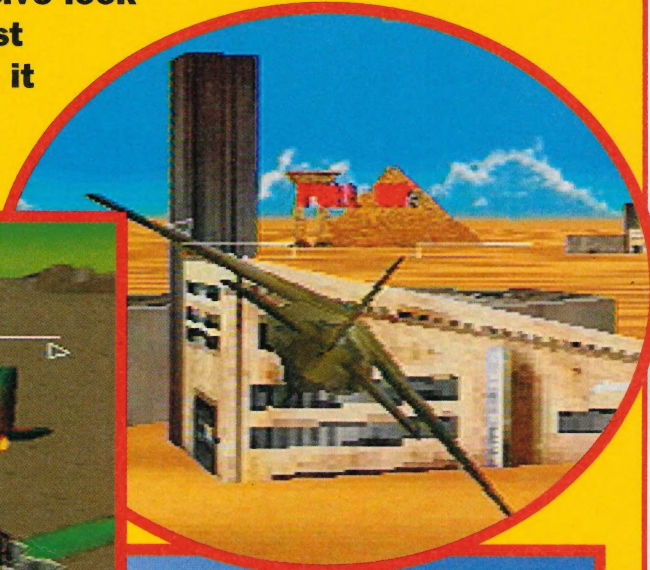
# Compteq

Issue 56

April

## Deadly Skies.... 40

Saturn games have never looked so good! We take an exclusive look at JVC's newest game and give it the Sega Pro once-over.



## Mega CD

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Competition  
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# 1996

# IPS

## Sega Rally

**Pull-Out Guide.....31**

Continuing our series of immensely popular pull-out tips guides, the **Sega Pro Team** present the complete guide to **Sega's** flagship game, **Sega Rally**. Every track, every turn and every skid are logged and tipped, ready for you to use.

## Saturn



## FIFA Soccer'96....28

Football games are always popular, but none have come close to the thrilling action of **FIFA**. Start practising your dribbling and overhead kicks for the best footy game on the Saturn.



## Game Gear

**PGA'96.....49**  
**Return of the Jedi .....53**



## Feature

**Whatever happened to the 32X.....22**

The 32X was supposed to revolutionise Mega Drive gaming as we know it. Somthing happened along the way, however, and the 32X has fallen in obscurity. We take a look at what the 32X has been up to, and where it is now.

## Regulars

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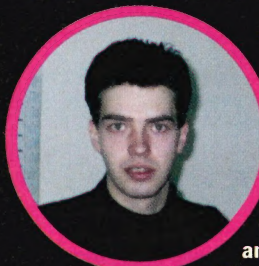




## THE NEW S-TEAM!

WE'VE SETTLED IN NICELY NOW, THANK YOU. THE MASS HYSTERIA OF THE LAST ISSUE HAS GIVEN WAY TO A KIND OF ICY CALM THAT HAS EVERYONE SLOWLY SHAKING IN THEIR RESPECTIVE FOOTWEAR. PUBLISHING IS NOT AS GLAMOUROUS AS EVERYONE THINKS, AND THESE GUYS ARE ABOUT TO FIND OUT HOW BAD IT CAN GET!

## THE PRO-TEAM

**Dino Boni - Ed**

Dino's beard has fallen off, and he now looks about 14 years old (You're making the tea for a week for that one, mate! - Dino). His holiday to Las Vegas is drawing even closer, but he has had to re-book it due to deadlines and his cousin announcing that she is getting married! Dino's getting into the spirit of Vegas right now, and the office is filled with shouts of "Raise!" and "Full-house". God only knows what he's talking about although he's still being his bossy, normal self. This could be linked with the fact that he's still a single man and Miles managed (against all odds) to pull.

Game of the Month - Batman Forever Pinball (Arcade)

**Miles Guttery - Slave**

Miles has had an interesting month. He's discovered that drinking large quantities of alcohol does not make him more attractive to the opposite sex, and so promptly went out stone-cold sober and pulled! Yes, the long-haired one actually managed to find a girl that didn't run away screaming after five minutes! The funny bit to the story is that she promptly went back to her old boyfriend after only one night with Miles. 'Nuff said, really.

Still, you have to give him a little credit (Not too much, thank you! - Dino)

Game of the Month - Sega Rally

**Jon Evans - Assistant Slave**

Jon has just returned from his Skiing holiday in France. He kindly took a week off right on our deadline to sun himself in the beautiful French mountains. He also drank a lot and only fell over twice in the whole holiday (We can only guess as to how many times he fell over when he was skiing!). He came back with a bad back, loads of drinking stories and plenty of duty-free fags! It seems that he's taken the hint from last month's little write-up on his activities, although he could still use a few weekends of debauchery and constant drinking.

Game of the Month - FIFA '96

**James Hewings - Designing Slave**

Brad is another one who's bugged of on his hols in the middle of a deadline, so James has had to design the whole issue on his own (Hang on! I did a bit as well! - Ashy). We toyed with the idea of making James write some stuff as well, but he's a little bit befuddled by the Saturn. He keeps on asking questions like "Where do I plug in the mouse?" and "Why can't I find the hard disk?". A classic case of 'Apple Mac's Are The Only Computers In The Universe' syndrome, or AMATOCITU for short.

Colour of the Month - All of them!

I'll be back...

## F10



## Blazing Dragons

- Saturn
- Crystal Dynamics
- March

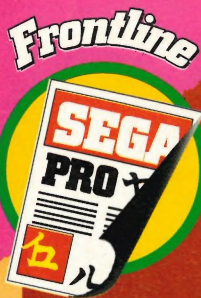
Crystal Dynamics, developers of sound games such as Off World Interceptor and Solar Eclipse have a few more things up their collective sleeves. Blazing Dragons is the creation of Terry Jones, the erstwhile ex-Python person. Bags of humour is the order of the day, and Mr. Jones certainly delivers more than enough of this. Blazing Dragons is set in a world where Dragons are the dominant race and humans are relegated to the status of underlings. Cartoon graphics and some nifty speech should make this point-'n'-click adventure one of the funniest yet. Then again, if Discworld makes it onto the Saturn, Blazing Dragons is going to have some very serious competition indeed.





## 07





**News**

# DIXONS Slash Prices

**D**ixons have started another price war in the High Street by slashing the prices of the Sega consoles and games. The chain is offering January sales prices on most of its stock, and has even slashed a massive £180 off the price of the Multi Mega from a RRP of £329.



# SEGA GETS INTO GAMBLING

**S**ega have formed a company in Las Vegas to expand its casino gaming business (Nice one! - Dino). Sega Gaming Technology is currently applying for a Nevada manufacturing and distribution licence in the Nevada courts, and until this is granted, work cannot go ahead. Dino, being a great lover of gambling and Las Vegas, is waiting with baited breath for Sega to offer him a trip to see them. Some hope! Face it, mate; you're going to have to pay for your own holidays!



# SEGA AND CO. WAKE UP WITH A BUMP



**S**ega have just woken up to the reducing size of the video game industry and have announced to employees that they are considering a number of redundancies in the company. In a letter dated the 10th January, Sega informs employees that they are currently considering a number of redundancies, "including the position you currently hold".

In the past 18 months, the total market value of the video game

industry has fallen by over 20%, causing some publishers to seek outside financial backing to help them. Only last month, Acclaim announced that they had made a profit of only \$600,000 in the first fiscal quarter compared to \$15.9 million in the same period last year. This shocking news caused the company's stock to plummet while trading and could've severely damaged the American publisher even further.

Sega are not alone in this cost-cutting exercise. Not more than a fortnight before, developer Digital Pictures cut back its staff levels by almost a third while multimedia publisher Sanctuary Woods made 20 of its 100 staff redundant, and slashed the salaries of those who remained. Many have blamed the slow Christmas period and poor sales over the latter part of 1995, but with the entire industry still suffering from the post-Christmas hangover, things aren't likely to improve for some time. Some disgruntled employees of Sega have even taken it upon themselves to post variations of Sega's recent Saturn ad campaign around London. Variations include 'D.H.S.S' and 'Sign On'. The culprits have yet to come forward, and if they have a brain cell between them, they won't even think about it.



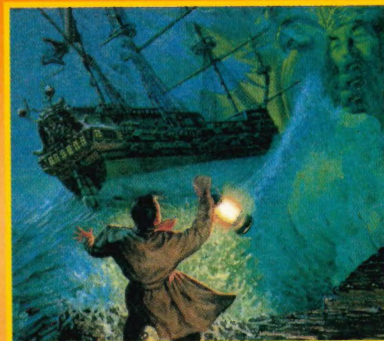
# SEGA

## unveils master plan

Sega recently held a two-day conference for third-party Saturn developers. Sega announced that they were "fully aware" of the problems that have faced the Saturn to date, claiming that the lack of software support was to blame for its slow start against the Sony PlayStation. Sega also announced that it planned to re-vamp its marketing strategy with new TV, radio and national press campaigns. They confidently predict that the Saturn's week by week sales will be 50/50 with the PlayStation by the middle of February.

# Alone in the dark

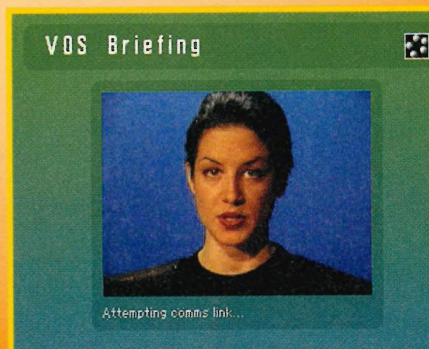
- Saturn
- Interplay
- March



This classic PC game (which takes many of its cues from the Call of the Cthulhu books by H.P. Lovecraft) has enjoyed a long and fruitful career on the more expensive formats. Infogrames are now in the process of converting it to the Saturn, and it looks like it's going to be even better than the original. You play the part of a private eye. Your buddy has been investigating a case in an old house and has now gone missing. You decide to pick up where he left off, and hopefully find out what happened to him at the same time. The game is presented in a 3D isometric view and uses polygon technology throughout. Despite its rugged looks, Alone in the Dark is a very addictive arcade adventure that will test your grey cells as well as your reflexes. Keep your eyes peeled on Sega Pro for more news as we get it.

# DEFCON 5

- Saturn
- Data East
- Summer '96



We're all fed up to the teeth with arcade games (Speak for yourself! - Dino) so this planned release from American giants Data East is a welcome splice between a Doom clone and a strategy game. You are a computer specialist who has been employed by a galactic mining company to install some new software into a remote mining colony. When you get there, however, things start to go wrong. Alien attacks, rouge sentry droids and some other nasty intrusions have to be dealt with, but there is also a heavy strategy element to the game. The PlayStation version was very good and featured plenty of FMV and rendered sequences. We await the finished Saturn game with baited breath.



# VIRTUA COP 2

- Saturn
- Sega
- Christmas '96

As we revealed last month, Sega are currently working on the Saturn version of Virtua Cop 2. Since then, a few more details have leaked out, but the game is still clouded in a sense of mystery. The new gun (a plastic pump-action shotgun) is still yet to be confirmed, although

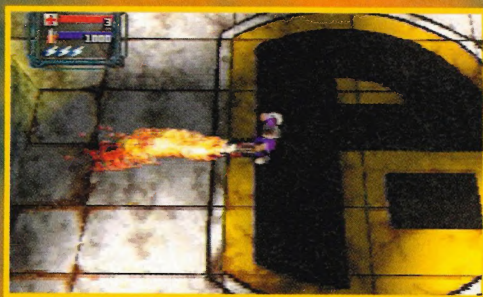


so many people are talking about it that it seems like a good idea anyway, even if Sega are not currently planning to release it! The game will feature a new character and each one will have their own different marksman standards. The game will also feature a mass of new levels, plus a unique car-chase scene where you get to drive and shoot at the same time. Sadly, we'll have to wait quite a while until we get our first proper look at the game, but until then, we'll just have to keep playing Virtua Cop until the triggers on our guns wear out!



- Saturn
- Interplay
- April/May

**L**oaded has gone down a treat on the PlayStation, so it seems only fair that we get our own version. The artwork was created by Greg Staples of 2000AD fame and the music was produced by Pop Will Eat Itself. It takes the form of an overhead version of Doom with you controlling a captured gang of hardened criminals who have to escape from their incarceration in the worst jail in the Galaxy. The game is filled with death, violence and explosions, which should make it a favourite with the Sega Pro team as we don't like using our brains too much. Twelve levels are planned, but the link-up option (which was present in the PlayStation version) has yet to be incorporated. More news as we get it.



## Raunchy Rumours

**A**nother issue, another selection of gossip and rumours from the world of video games. Sometime I think that we're getting more and more like a sleazy tabloid every month. The next step is getting a few topless models to pose for us! Well, we can but hope (Bags I get to be the photographer! - Miles). The Saturn still is under pressure from all corners of the globe. Nintendo's upcoming Ultra 64 seems to be its biggest threat at the moment. Due for a world-wide release in April (Yeah, right! We've heard that one a few times!), the Ultra 64 is being touted as the console to beat all consoles. The only problem is that Nintendo are being so picky with their games that it is doubtful that the cart-based console will ever reach the masses in the way CD has. We will await the results with baited breath. A bit of stupid news now. Dino (our dashing Ed) is offering a challenge to every one of the many people who work in our wonderful industry. He is trying to organise a industry Poker tournament to be held in Bournemouth sometime in the summer. Anyone who is interested should get in touch with him at the Sega Pro usual address. Rumours are circulating around the Internet of a bust that went down (Hang on! We're not in NYPD Blue here! - Dino) in the north of England. Apparently, Police swooped on a number of houses and seized nearly £500,000 worth of pirated CDs. These CDs were filled to the brim with PlayStation, Saturn and PC CD-ROM games and were selling for around £35 each. Everyone thought that CDs were the end of piracy, but obviously they were wrong. Lastly, Sega have denied the presence of a new Saturn console. They are, however, planning a 64-bit add-on system for the Saturn with the working name of Eclipse. This unit will apparently connect to the expansion port of the Saturn, boosting its power further than anyone could imagine. Let's just hope that it doesn't go the same way as the 32X.



# VIRTUAL REMIX

Sega have done it one, and now they're doing it again! Not content with releasing Virtua Fighter Remix, Victory Goal Remix has now undergone the same treatment. We honestly can't tell the difference, except that they've rearranged the menus and front end. No doubt someone somewhere will write to us and tell us the error of our ways.



## Sales War Continues

Both Sony and Sega have announced global sales figures for their respective machines. The total amount of PlayStations sold since it's launch at the end of September have been put at 3.4 million, while Sega say that the Saturn has sold 3 million units worldwide. Sega also claims to have sold 400,000 units in the US and out-selling the PlayStation by three to one during the latter part of 1995 and the early part of 1996.



# CHARTS

## SATURN

1. Virtua Fighter 2 ..... Sega
2. FIFA Soccer '96 ..... Electronic Arts
3. Thunderhawk 2 ..... Core Design
4. Virtua Cop ..... Sega
5. Daytona USA ..... Sega
6. Sega Rally ..... Sega
7. Victory Boxing ..... JVC/Virgin
8. Theme Park ..... Electronic Arts
9. Bug ..... Sega
10. Hi-Octane ..... Electronic Arts

## MEGA DRIVE

1. FIFA Soccer '96 ..... Electronic Arts
2. Sonic & Knuckles ..... Sega
3. Premier Manager ..... Sega
4. Micro Machines '96 ..... Codemasters
5. Mickey Mania ..... Sony
6. PGA Tour '96 ..... Electronic Arts
7. Ecco 2 ..... Sega
8. Micro Machines 2 ..... Codemasters
9. Brian Lara Cricket ..... Codemasters
10. Psycho Pinball ..... Codemasters

## MEGA-CD

1. Earthworm Jim ..... Interplay
2. B.C. Racers ..... Core Design
3. Soulstar ..... Core Design
4. Lethal Enforcers ..... Konami
5. FIFA Int. Soccer ..... Electronic Arts
6. Brutal: Paws of Fury ..... Gametek
7. World Cup USA '94 ..... US Gold
8. Sega Classics ..... Sega
9. Eternal Champions ..... Sega
10. Mickey Mania ..... Sony

## GAME GEAR

1. CJ's Elephant Antics ..... Codemasters
2. Sonic the Hedgehog ..... Sega
3. Sonic Drift Racing ..... Sega
4. Sonic the Hedgehog 2 ..... Sega
5. Dragon: Bruce Lee Story ..... Virgin
6. Ecco 2 ..... Sega
7. Star Trek Generations ..... Gametek
8. Primal Rage ..... Warner Interactive
9. Taz: Escape from Mars ..... Sega
10. Casino Funpack ..... Interplay





**Dino, complete with his ACME Translator and the odd (borrowed) cigarette, returns to report on all the latest happenings from the Land of the Rising Sun...**

## Portrait of a Champion

△ I've probably said this before, but I do like the Japanese. They're a kind and noble race but they do have the occasional quirk in their psychological make-up. You can see this from looking through any Japanese games mag. Any chance to stick a picture of a cartoon 15 year-old girl with no clothes on is grabbed with both hands and some of their merchandising is a little strange too.

Japanese Saturn owners are currently going nuts over the latest craze thought up by Sega Japan. True to style, Sega have come up with a bunch of CDs called the *Virtua Fighter CG Portrait Series*. Basically, these CDs are filled

with rendered pictures of the characters in VF2 and can be displayed on any Saturn. Each CD concentrates on one character and shows them in every conceivable situation. Their everyday life is shown, as well as simple portraits and artwork inspired by the characters themselves. The CDs also include music and theme tunes based on the characters which plays as you look through the pictures.

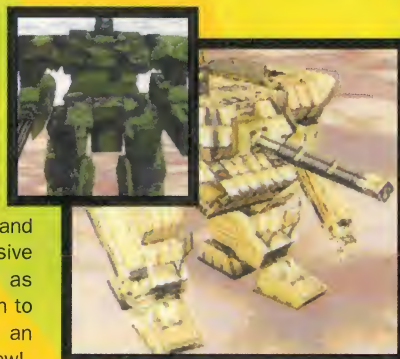
Apparently, these CDs are selling out as fast as Sega can get them duplicated, and we'll be getting some as soon as we can. Look out for a compo in a future issue of *Sega Pro*.



## The Griffon Flies again

✧ *Gungriffon* is an arcade action-cum-wargame which incorporates the Japanese love of big robots. You are the commander of one of these mighty fighting robots and have to undertake various missions around the world and fight alongside conventional troops

and armoured forces. The game is set in the very near future (aren't they always?) and features the usual smattering of outside, first-person perspective views and camera angles. As you can see from the screenshots, *Gungriffon* uses textured polygon graphics to render the scenery and enemy. They look very impressive indeed, but whether it moves as smoothly as *Sega Rally* will remain to be seen. We'll have to wait for an importer to send us copy for review!



## Vampires run loose in Japan!

コ Beat-'em-ups are another passion of the Japanese, and they're always looking for new ways to implement this age-old genre in a new style. *Vampire Hunter: Darkstalkers' Revenge* is an old game with a new set of graphics and a new set of characters. Based around the *Final Fight* series



of games, *Vampire Hunter* takes its characters from the undead world and serves them up with a good helping of special moves, crushing combos and some even better finishing moves. It's nothing new in the originality stakes, but it looks good and will no doubt be popular over here with import players when it is released in March.





# It's Hammer Time..

✧ No, don't worry! MC Hammer is not making a come-back (I think I can hear the sigh of relief from a few thousand readers from here!). It's a very lame introduction to *Thor Hammer*, an arcade RPG game that is set in an unusual fantasy land. You can control one of two heroes in the game in their attempt to rescue a beautiful young Princess (cue more pics of said Princess with her bits out!) from incarceration. No arcade RPG will ever come close to the standard set by *Zelda*, but this looks like it's made a damn good try. Plenty of Japanese speech and text makes this game a bit of a non-starter for import players, but no doubt the Americans will convert it soon if it turns out to be any good. Watch this space for more information as soon as we hear it and we'll be reviewing the game sometime soon.

## Samurai Mayhem

≡ The sideways-scrolling beat-'em-up hasn't been heard of much recently, especially on the Saturn. The Mega Drive was overwhelmed with this kind of game, but the genre has suffered from a long period of hibernation. The Japanese haven't forgotten it, however, and *Samurai Blade II* (I guess that implies that there was a *Samurai Blade I*?) has resurrected the genre.

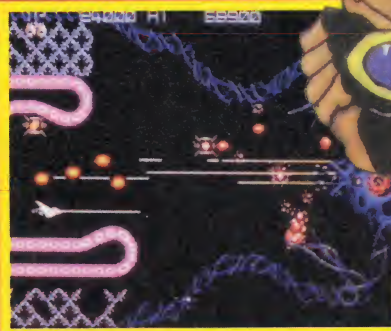
Two players can each take control of a character and fight their way through loads of scrolling levels, kicking the proverbial out of anyone who stands in their way. Just think of the *Teenage Mutant Turtles*



games on the SNES but with better graphics and you'll have the general idea. There are six characters to choose from, and the simultaneous two-player mode will probably be the only reason to buy this game as the one-player games in this genre tend to be a little boring to say the least.

## Gradius is Reborn

モ Parodious was probably the most gratuitous waste of the Saturn's power that we have ever seen, but the fetish for terribly old shoot-'em-ups continues anyway. *Gradius Deluxe Pack* is in a similar vain and offers two versions of the classic arcade game. The fore-runner of *Salamander* looks positively antique by now, but someone somewhere will buy this game, if only for the retro interest. The rest of us will stick to something slightly more up to date



## The game of the cartoon of the game of the game

↑ We could go on with this lame title, but I think you get the idea. *SF Animated* is now a game. *Street Fighter's* life now reads something like this; game, game, game, game, cartoon, film, game, game. Impressive, isn't it?

*SF Animated* really doesn't look any different from any of the other *Street Fighter* games, except for the large amount of FMV that has been incorporated from the cartoon series. There are a whole bunch of new

characters to play as well, but most people will stick to either Ken or Ryu, seeing as they're the stars of very single

*Street Fighter* game ever released.

Anyway, expect a review in a future issue of *Sega Pro* soon.

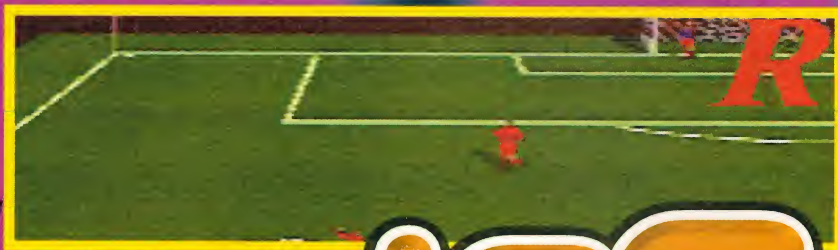


世のゲームの王様



Saturn

Preview



# Striker '96

The English have their passions just like the rest of us. We may not be high on the list of the world's best lovers (Speak for yourself, matey! - Dino), we do know a thing or two about Football. **FIFA '96** is top of the heap at the moment, but this could all change very soon indeed.



This view is very reminiscent of the original *Striker* game which graced Amiga and SNES formats. The addition of all that Virtual Stadium type stuff on the other next-gen versions can't cover up the fact the gameplay is as limited now as it was then. Even in its time, it was never more than adequate but among today's sophisticated games more subtlety is required. Hopefully the Saturn game will have been tweaked with these moans in mind.



I must be the only person in the entire office who doesn't have a massive passion for Football. I enjoy playing the game, but I am not a fanatic follower of one team, except when the World Cup is on. I'm in a minority though; a massive proportion of the population love the game, and therefore football games have always been one of the most popular console games since time began.

I do however like the occasional football game. *FIFA '96* has become my latest fix, but as soon as *Striker '96* becomes available, I think I'll be switching to a more subtle high. *Striker* has been developed by arcade gurus Rage who were responsible for the brilliant *Killer Instinct*. It's quite a transition from making a slick, rendered beat-'em-up to a





● Warner Interactive  
● £TBA ● 1 CD  
● March

## Completion

## 1st Impressions

Football games are all the rage at the moment (as are all sports sims), so it seems like Warner have hit on a big market with *Striker '96*. It's looking very good indeed, but there are still a few creases that need to be ironed out before the game is released. *FIFA '96* may not be a better game, but until this is released, *FIFA* will still be the King of football games. Let's hope that Warner Interactive can do a little better with this new game when it is released.

*Striker '96* is full of different games that you can play. It also has a heavy strategy element to it. You can choose a formation for your team that best suits your playing style. The PlayStation version featured an indoor 5-a-side game that was really a big waste of time. I hope that Rage sort this out before the Saturn version is released.

I wonder why they put a picture of a despondent goalie in the menu screens? Could this be some kind of special psychological tactic to make you play better? I doubt it; it's probably just the programmers having a laugh at a rival side!

**The game is billed as one of the most playable ever...**

footy sim, but Rage have risen to the occasion quite admirably and produced an outstanding game.

Many sports games nowadays use a process called Motion Capture. This is where a human's movements are recorded and digitised by a computer. These movements can then be applied to sprites, giving them a very lifelike look. *Striker '96* uses this method for all the players on the pitch (and the ref as well), giving the game a very fluid and smooth feel and look when you play it. Previously, animators had to rely on their own drawing skills to produce the players' movements, but now this new technology (well, it isn't exactly new) is widely available, we can expect to see more of this cropping up in game outside of the sports genre.

Until then, we'll just have to sit

and stare at *Striker '96*. The usual options for a football game make themselves known, but the playability of this game has come under close scrutiny. The game is billed as one of the most

playable ever and has undergone extensive play-testing to make sure that it meets the standard set by the earlier *Striker* games.

We'll have to wait a few weeks to find out if all of this hype is in fact reality. Until then, drool over these screenshots, but don't get your copy of *Sega Pro* too damp otherwise it will stick together and people will wonder what you've been up to!







# Preview



Golf games, golf games and more golf games. Dino's played more of this genre than anything else. Ever since *Leaderboard* on the C64 hooked him, he's been wandering around courses in the freezing cold and hitting a little white baal all over the place. Every now and then though, a breath of fresh air comes and overwhelms what is rapidly becoming a boring game.

# Valora Valley Golf

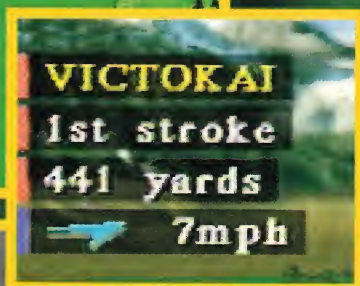


**V**alora Valley Golf must be a first. I've played countless numbers of golf games over the years, and I can't recall ever playing one quite like this. From the outside, *Valora Valley* looks pretty standard. You get all of the usual competition modes and options, but there are a few things that set this game apart from every other golf game you've ever played.

The first thing that is slightly different is the course itself. Okay, that's a little bit of an understatement; *Valora Valley* is like playing *Crazy Golf* on a massive scale. Each of the holes are

completely bizarre, but offer an exciting change to the usual, boring 'serious' holes. Each one is either filled with weird obstacles or is a very strange shape. Some of them even incorporate advanced features such as super-bouncy surfaces and greens which are perched on huge cliffs. The backgrounds to these holes are equally strange. Erupting volcanoes loom in the background, ready to engulf the players and scantily-clad spectators in a river of molten rock.

The next difference isn't really a difference at all. It's more of an enhancement of features that are found in other, lesser golf games. More or less every new golf game





● Vic Tokai ● £TBA  
● 1 CD  
● March

## Completion

## 1st Impressions

*Valora Valley Golf* is a refreshing change from the normal golf sim that has haunted us since the dawn of the home computer age. The power-up shots are a great new feature, and although this may make the game seem like just a massive version of *Crazy Golf*, *Valora Valley* can also be played in the normal way. Which ever way you play it though, *Valora Valley* looks set to be a winner when the PAL version is released in the next few weeks.

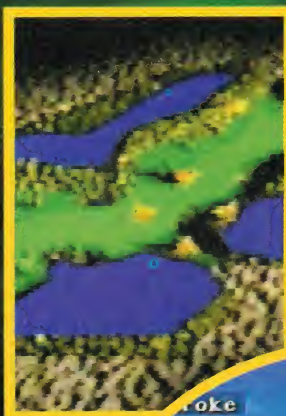
The FMV intro to each hole gives you a little info on the hole, along with a bit of advice on how to play it. The best spots to place your shots are also shown on a scale map of the hole.

nowadays is filled with speech, full-motion video and commentary, but *Valora Valley* takes this all one step further. You can choose one of four caddies that can give you advice on shots, and they appear in FMV as well. I particularly like the blonde girl (We knew you would! - Miles) who is one of the cutest girls I have ever had the pleasure of seeing on a golf course (Ahem!). Erm, anyway - I'd better get on with the preview.

Lastly, there are the special shots. This is the bit I was talking about at the beginning of this preview. *Valora Valley* features special power-up shots that can be used with certain clubs and from certain points in the game. These are activated by letting the power meter go all the way to the top (you have to stop it right at the very edge, or the shots won't become active) and then selecting the shot required by stopping the down-stroke in the appropriate sector. Shots

range from the Warp (which places your ball on the green) to the Psycho shot which allows you to steer the ball in mid-air! Great stuff!

It's these new innovations that make *Valora Valley Golf* play so well. The boys at Vic Tokai are in the process of finishing the PAL version of the game (The US version has been out for a few weeks now) and as soon as they've finished it, we'll have a full review in *Sega Pro*. Until then, I'll just keep practising my swing and chatting up that caddie.

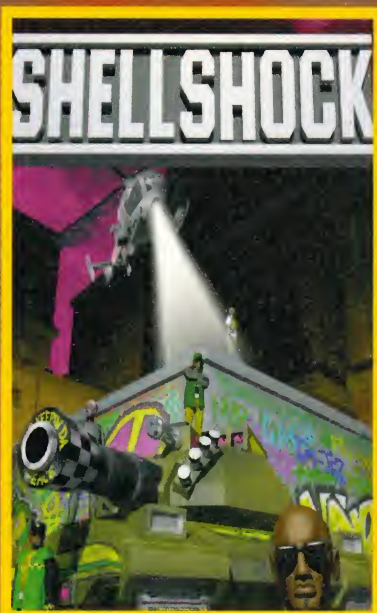






# Shellshock

What's big, lumbering and fires deadly missiles? No, it's not Miles after a night out on the town, but a Shellshock-bound tank. Dino takes a gander at Core's latest PC to Saturn conversion.



**T**he PC still dominates the CD charts, but how many of its games are really worth playing? Not too many, I promise you. I can still remember the time I spent on Paragon's PC magazine, *PC Power* and at the time, maybe one out of every five CD-ROM games was worth even booting up. Things have got better, and so have the games that PC owners play. Some of them, however, are just destined to become console superstars.

*Shellshock* is one of them. A classic PC port, *Shellshock* puts you in command of a massive tank and all the power contained therein. It has been tried before, but none of the other attempts have looked anywhere as good as this. The storyline

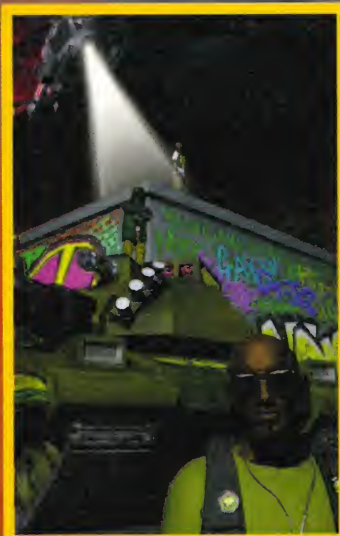


Heavily armed with missiles and cannons, this chopper is ready to kick some serious ass. Unfortunately, you don't get to fly it, that's left up to one of the other wardenz. Still, at least you get to drive a wicked tank!





# hock



member of Da Wardenz, a group of mercenaries who operate from an area known as 'The Pen' which was formerly the state correction facility (that's a prison to the hard of thinking) on Jackson Island, New York. This group of men are dedicated to combating terrorism and fighting injustice and corruption in the only way they know how - through massive firepower and organised tactics. At the heart of their operation is the massive powerhouse that is



Dressed in the latest combat fatigues, this motley crew make up the 'wardenz'. Their aim is to keep the peace and protect the civilian population from harm. Their method of achieving this? To kick ass! Armed with the latest in military technology, they're one serious fighting machine.

goes something like this; The year is 1997, and very little in the world has changed. Civil wars still rage across the globe while millions of innocent people get caught in the crossfire. Those who survive the hail of bullets face a slow death by starvation while their respective governments stockpile their arms and commit atrocities that would make even Hitler think twice about a military career. You are a



*None of the other attempts have looked anywhere as good as this*





Saturn



# SHELLSHOCK



The artwork for the game is almost as good as hand-drawn stuff. I wish I could draw like this!



# SHELLSHOCK



By clicking on various objects inside the 'pen', a variety of tactical decisions can be made with the minimum fuss.





- Core Design
- £TBA ● 1 CD
- March

## Completion

## 1st Impressions

A bit of blasting action never really goes amiss on any console format - after all, we all need to release our pent-up frustrations at some point or another.

*Shellshock* looks set to become a very good game (therapeutic, too!) and that's what the Saturn desperately needs right now. The finishing touches are being but into the game as you read this, and with any luck, you'll be able to read a full review in next month's issue of *Sega Pro*.

the entire Gulf War in your living room, and you'll get the general idea.

This game is sure to be a big hit with Saturn owners, even if they don't really take to this kind of game. The gameplay and presentation looks superb, and with the finished version not too far away, we are counting the days until we can roam the battlefields of the world and blast anything in our way. Happiness is an AP shell, and don't let anyone else tell you otherwise.

Your fellow mercs are an unruly bunch, but they're the good guys so I can't say too many bad things about them. They all look like they could eat an M-16 and still spit out the bullets - something that Miles frequently does as his party piece. I won't mention the accident he had last time he tried it, but his head is healing nicely now.

the M-13 Predator Battletank. Forget anything you've ever seen lumbering across Darmoor on boring, pointless exercises; the M-13 is a powerhouse of destruction. Thankfully, you get to control it!

*Shellshock* is presented in a first-person perspective view using textured-mapped graphics that were generated using the

latest in Silicon Graphics technology. You have to complete a tour of duty as a rookie member of Da Wardenz (I won't make any jokes about Core's terrible spelling, I promise!) with only the M-13 and several thousand pounds of heavy weapons at your disposal. The action is thick, fast and very loud. The graphics are the first thing that hits you, but the sound will nearly blow you off your seat.

Try imaging

Humm. I don't think I'd like to meet this guy down a dark alley. Come to think of it, I don't like meeting anyone down a dark alley. It's not the short of thing that young, intelligent and handsome Editors do in this day and age.





**Life is full of great mysteries - is Elvis still alive? Is Miles a girl? Which idiot gave Des O'Connor a microphone and is that a wig Cilla's wearing? None of these are quite as perplexing as the case of the missing Sega 32X. One minute it was there, the next it was gone! Sega Pro decide to send in agent Jon 'Mulder' Evans to find out if foul play is afoot. Travelling the length and breadth of the country, he tries to find out *Whatever happened to the 32X?***

**R**eading like a script from the *X-Files*, the case of the disappearing 32X has been a mind-boggling affair that even Sherlock Holmes would have been hard-pushed to explain. Initially it seemed like a straightforward case of alien abduction, but closer examination pointed to something far more sinister and closer-to-home. So, with the irrepressible (and rather cute) Scully by my side, a magnifying glass in hand and the theme tune to *Twilight Zone* blaring in my ears, I decided to take a trip downtown to turn over a few stones and see what crawled out from beneath.

Checking out the case-history of the 32X on the bus, it became clear that, even at the best of times, the console had received little in the way of software

support. In fact, apart from the review of *Darxide* last month, the machine had all but become a non-entity in the months leading up to its disappearance. Now it doesn't take a genius to work out that without decent software a console isn't going to sell. Suspicious questions began to creep into my mind - why hadn't the machine received the software support it deserved? What had Sega done about it? Mulling these thoughts over and over in my mind and constantly drawing blanks, I decided to visit the only person who could possibly have the answers - Mystic Keg-o-Beer.

It didn't take long to catch-up with Mystic Keg and after crossing the Landlord's palm with silver, she agreed to talk. Six hours later I had all the answers I needed (and a headache). The 32X had fallen into a vicious

circle. With so few software titles available, the public had been reluctant to buy it and as a result, software companies were in turn reluctant to release their games on it. All of a sudden it seemed so insultingly simple. Why hadn't I realised this before? More importantly, why hadn't Sega?

That wasn't all though. Keg also accused Sega of failing to support the console properly. Although, on its launch, the 32X

had been plugged in most of the specialist mags, since then, Sega have done little to promote and support it - increasing some sceptics beliefs that the machine was released purely as a stop-gap until the Saturn arrived.

Although Keg had provided me with plenty of answers and a couple of suspects, the riddle behind the 32X's disappearance wasn't resolved yet! There were other questions that needed to be answered. As I trudged down the rain-swept high-street, I decided to call in at a local retailers to see if I could find out more.

After talking for half-an-hour, the final pieces of the jigsaw finally fell into place. On its launch, the 32X had retailed at £199 (without a game). At a time when the hype machine was starting to gear up for the release of the 'next generation' consoles, this was too high a price to pay. Why should they buy an 'add-on' for £200 smackers when, if they waited a few months, they could get a Saturn or Playstation for a

# Whatever Happened to the 32X

**All of a sudden it seemed so insultingly simple**

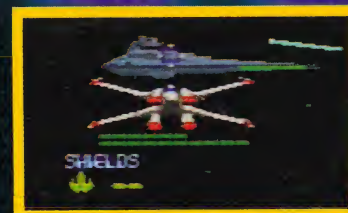




# ateVer mened



Space Harrier is an old game; so old in fact that it should've been abolished a long time ago.



Star Wars Arcade is a great game and is possibly the best the 32X has to offer at the moment.



few extra quid? With the machine now retailing for £100, Sega have arrived at a more realistic price - although it seems to be a case of too little, too late.

Another suspect in the 32X case must surely be the sub-standard poor quality of the machine. All machines inevitably have their faults, but one retailer has claimed that a staggering 70% of 32Xs they sold over Christmas have been returned as faulty. Since then the figure has dropped, but it still remains frighteningly high. This alarming return rate can only be damaging for Sega's household reputation and couldn't have helped the sales of the 32X. People returning a broken machine are unlikely to exchange it for another

one. Word-of-mouth will have carried the tales of the machine's unreliability to playgrounds and pubs all around the country, putting off many potential buyers.

By the end of the day I'd come to the conclusion that there was not only one villain at work here but several of the little blighters. Each played a part in the 32X's disappearance; over-pricing, lack of decent software, poor quality merchandise, poor marketing and the cursed next generation consoles.

Having apprehended these criminals, is there any chance of the 32X making a bashful return? To be honest, it never really disappeared; it just kind of got lost. Unfortunately though, its days are numbered. The wave of

'next generation' consoles have arrived and, to be blunt, they're the future - the Saturn in particular. Sega seem to be of the same mind. Their apathetic attitude towards the machine is only hammering the nails into the coffin that little bit quicker. It won't be too long before the 32X is reduced to gathering dust in the corner of the room - an unfortunate and pointless end for what could have been a great machine.

So another chapter in the 32X-files comes to an end, a good day's work, hey Scully? Scully? (Blinding flash of light followed by a strange spaceship-like object flying off into space) Oh bloody hell, not again!





*Doom* was the game that was supposed to resurrect the 32X. It failed because the game was slow, jerky and badly presented.

I have just been eaten by an Imp, yet I can still watch him as he devours the rest of my body. I hope I taste bad, matey!



So what software is available for the 32X owner? Instead of popping down to our nearest specialist, we jumped into our local branch of Dixons to see what kind of stock they carried.

## Doom

The PC's best selling game of all-time arrived onto the 32X amidst high-expectations and hopes of boosting the machines flagging fortunes, but it received a less than warm reception. id Software's atmospheric first person perspective shoot-'em-up seemed to have lost something in the conversion and wasn't quite the revelation fans had been hoping for.

The main problems were in the fluidity of movement and bad pixellation when close to objects. Ignoring this though, *Doom* is still a compelling blast-fest that will keep fans of the genre up well into the night for a long, long time.

# 84%



With just a small pistol to start with, *Doom* players have to get as many extra weapons as they can. The pistol is no use at all, except when all your other weapons run out of ammo.

## Star Wars

Using all the latest technology, the stunning arcade game that captivated an army of arcade freaks was reproduced for the first time on a home entertainment system. With Lucas Arts at the helm, it was destined to be something special.

Featuring all four arcade levels, plus an extra four new levels, *Star Wars* is a thrilling futuristic shoot-'em-up that has you chasing Darth Vader across the galaxy. Players will have to call on previously untapped resources of skill and reflexes if they are to succeed.

Fly your X-Wing fighter through hostile enemy territory alone, or take a gunner with you for some awesome two-player action.

Whether you're on your own, or not though, the action is relentless and the thrill unending.

Apart from some stunning graphics, *Star Wars'* most impressive feature is its unearthly speed. Play proceeds at an alarming pace, feeling as real to space combat as you're ever likely to get. Add to this a stunning sound track and you have a good picture of one of the 32X's best games.

# 86%



The graphics in this stunning 32X game are nothing short of superb. Why couldn't the rest be as good?



You could try to run, Mr. Tie Fighter, but you can't hide from my radar screen!





# Virtua Racing Deluxe



I could do a lot of "I feel the need, the need for speed!" jokes, but since this is a quality mag, I won't even bother. VR looks a bit odd, and it plays only slightly better than it looks - 'nuff said, me thinks!



A slight detour on the way to work, I think. The only problem is that I appear to have lost the road!



Sega's thrilling arcade racing sim, *Virtua Racing*, made its way onto the 32X and proved what everybody already knew - that when it comes to arcade games and converting them on to home entertainment systems, nobody does it better than Sega.

With three cars (or levels) to choose from and a wealth of scenic locations to race around, *Virtua Racing* is the undoubted king of 32X racing games, leaving the competition stalled in the pits.

The strength of the game lies not only in its fantastic graphics and superb sound, but in the quality of gameplay. Playability oozes from every nut and screw bolt. The only possible criticism could be that the game is a little too easy, but hey, nothing's perfect right? Forget racing the computer cars anyway because the best way to enjoy *Virtua Racing* is in two-player mode. Using a split screen (it hardly affects the speed or quality of graphics by the way), the two player game is the ultimate 32X driving experience.

**88%**

# Cosmic Carnage

As a general rule, the plot behind a game serves merely to explain the madness that awaits us upon our screens. Occasionally though (very occasionally, actually) a game crops up that actually has us on the edge of our seats eager to reach some sort of conclusion. *Cosmic Carnage* is one such game.

Desperate to escape a life in chains, a hardened group of prisoners hijack an interstellar barge and flee straight into an interstellar battleship. Only eight people survive the collision - four soldiers and four prisoners. With the life support systems failing on both ships, there's only one way out - the escape pod. But there's eight of them and only one pod, so a captivating struggle

evolves as each of the eight survivors battle for a place on the pod. Only one will win and only one will survive!

Bone crushing, metal-scraping beat-'em-up action ensues as players assume the role of any of the eight survivors and must battle each of the others in turn for the chance to be on the escape pod. Although there's only eight characters, the game offers a surprising challenge and with dozens of special moves it's a decent enough beat-'em-up. Obviously, *Virtua Fighter* rules the roost, but as an alternative, *Cosmic Challenge* isn't half bad!

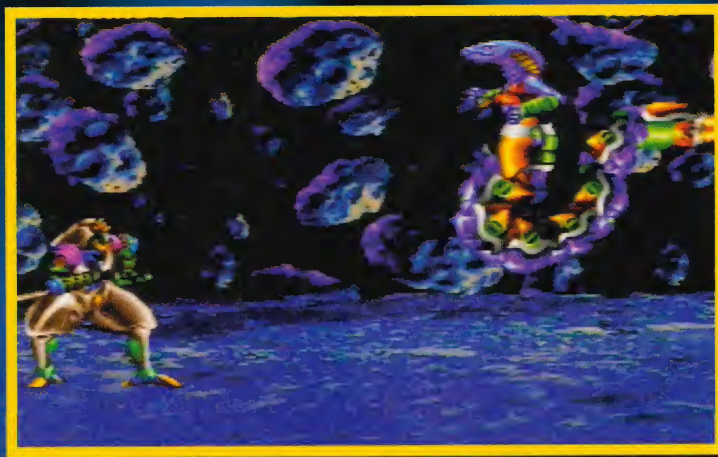
**79%**



Okay - pop quiz! Hands up everyone who thinks that the second guy from the left on the bottom row looks like an Alien? I think so!



Big creatures, plenty of special moves and a helping of weird sound effects. Put them all together and you end up with this! It's not as good as VF, but then again, what beat-'em-up is?





Mega Drive 32X

# Virtua Fighter



Cage and Sarah square off and get ready to kick each other to death. Who says that computer games promote violence?



"I bow to you, oh great one! Spare my life, so I may relieve Dino of his horrendous task of writing every single caption in this ruddy mag!"



Growing apathy amongst 32X gamers over the lack of software was, to some extent, allayed by the arrival of *Virtua Fighter*. After taking the arcades by storm, it blasted onto the 32X and did more to sell Sega's floundering machine than any other game. Alas, despite becoming the machine's best selling game, even it couldn't turn around the 32X's nose-diving fortunes.

Featuring all eight characters from the smash-hit arcade version and every single one of the staggering 700 moves, *Virtua*

*Fighter* was the game to show-off what the 32X was capable of. It's just a shame there weren't more game like it! If there had been, who knows what might have happened?

With arcade-perfect graphics and gameplay, VF has been the undoubted torch-bearer and stop-gap of 32X gaming. Anybody who doesn't own it needs to have their head read. This is *the* 32X game to own!

94%



Jacky was one of the least powerful characters in the first VF game. He has been beefed up a bit in the second outing of the world's best beat-'em-up, but for now, he's still a bit of a wimp.



## 36 Great Holes

Okay, so the title's not exactly brilliant, but don't take that to mean the game isn't either. In fact, apart from *PGA* on the Saturn, this is one of the best golfing sims around.

Graphically it doesn't look too hot, but (like *PGA*), the game's strength lies in its playability. A simple, user-friendly control system allows players to pick up the joypad and be playing accomplished golf in a matter of minutes. That doesn't mean it's

easy though. A variety of different modes of play means there's a huge challenge in here and even self-professed golf-geeks will have a tough time mastering some of the computer opponents.

For a simple yet detailed and comprehensive golf game, *36 Great Holes* provides *PGA* with some stiff opposition.

85%

So, you fancy walking around a damp golf course on a cold and windy Sunday do you? You must be bonkers, mate! Why not have a lie in, take in *Highway* and then settle down to a good session of armchair golfing? You don't have to walk anywhere at all!



Just in case you need to know how bad you're doing you can check out the leaderboard.



Remember to keep your head down and follow through, otherwise you'll be scouring the bushes for your lost ball for hours!





# FIFA Soccer '96

**P**art of the EA Sports range, FIFA '96 unfortunately bears few resemblances to what we've come to expect from one of the best software companies around. Good graphics, solid gameplay and fantastic presentation are all hallmarks of EA Sports, but you'd never know it from looking at this.

Whilst the presentation (the least important of the three qualities mentioned) is good enough, the graphics and gameplay suck void. EA Sports games are renowned for oozing playability, but all the class, all the finesse and all the skill has disappeared - replaced by a game that encourages players to hoof the ball up-field in the classic Jack Charlton style.

Despite everything, FIFA '96 is still the best footy game on the 32X, but this is down to the sad state of the machine rather than anything good in the game. If this is the best the 32X can offer, then it's not surprising Sega's machine is in the state it's in.

77%

# Space Harrier

**T**his golden-oldie just about sums up the sorry state of the 32X and compounds all the fears about Sega's commitment to the console. Rather than getting new, innovative titles, we get dredged up relics like this. Now, I'm not saying that this game is pants; in fact it's a decent conversion of the original arcade game, but it's hardly gonna make people rush out and buy the console, is it? Sega can say what they like about it, but I don't see it coming

out on the Saturn!

Putting any prejudice aside though, *Space Harrier* is not a bad game. It's not brilliant either, but hey, that's the 32X for you. The idea of the game is to simply dodge and blast your way through dozens of alien filled levels. Now this might not sound too inspiring, but what the game lacks in depth it makes up for in playability.

67%



*Space Harrier* used to be one of the best arcade games around. Thankfully, time moved on and we can play better stuff now at home!



Forgive me for being ignorant, but wouldn't a burst of firepower be a good idea at this point? You might even get a few points.



"Oi! Over 'ere! Look, mate - I've got nobody marking me so pass the ruddy ball now or I'll do a Vinny Jones in the locker room!"



Just in case you can't remember who you are, EA have kindly kitted out your players with individual halos!



# Mortal Kombat II

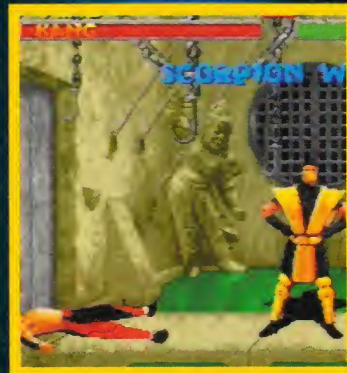
**A**fter a brief appearance in the arcades, the world's most ferocious beat-'em-up arrived on the 32X amidst huge critical acclaim. Featuring some stunning gameplay and outstanding graphics, here at last was a game that 32X owners could be proud of.

With all the familiar faces making a triumphant conversion, plus all the mind-blowing special moves and multi-hit combos, MKII set a new standard for beat-'em-ups. Although it was eventually surpassed by *Virtua Fighter*, it

remains to this day one of the most blood-curdling, heart-wrenching beat-'em-ups around.

For super-slick gameplay, oodles of challenge, more special moves than you can shake a prickly porcupine at and the ultimate in finishing moves, MKII is the champ. So if blood is your drink and fear is your life, then MKII is your game. If you haven't already got it - get it now!

92%



Another day, another casualty. Life is tough when you have to fight for your life for a living(!).



I know it's late, but there's still plenty to do so stop kippin' on the job and get on with it!







# Work In Progress

Ever feel like you're doing lots of work yourself while your slaves (errr, I mean colleagues!) sit around smoking and drinking coffee all day? Dino's getting that exact feeling right at this very moment...

# Cyberia

I don't mind, honestly. I haven't got a life anyway. Torquay is not exactly on the pulse of life, so I don't mind staying in the office to gone midnight every day (sniff!), all on my own (sniff, sniff!) with no-one to talk to. I don't mind - not when I've got some great games to play.

*Cyberia* has saved me from becoming deliriously depressed this month. Just when I thought that we'd all have to wait until the summer to see any decent games for the Saturn arrive, Interplay come to my rescue and plop *Cyberia* into my lap. The game is a mixture of a graphic adventure and a shoot-'em-up with a bit of a combat sim thrown in for good measure. In the not-too distant future, the world has become a playground for numerous terrorist organisations.

They've got the entire planet under their evil grasp,

but things are about to get even worse. A Doomsday device, codenamed *Cyberia*, has been found frozen deep beneath an icy wasteland and if it falls into the wrong hands, life as we know it

***I've got some great games to play***

could end in a short, swift flash of light.

This is, of course, where you come in. You have to locate the *Cyberia* device and recover it before anyone else can get their grubby mits on it. The fun doesn't stop there, however. Once you've got it, you have to keep it! The main bulk of the game is the exploration of the massive amount of locations within the game. This is no ordinary adventure, however. As you can see from the screenshots,



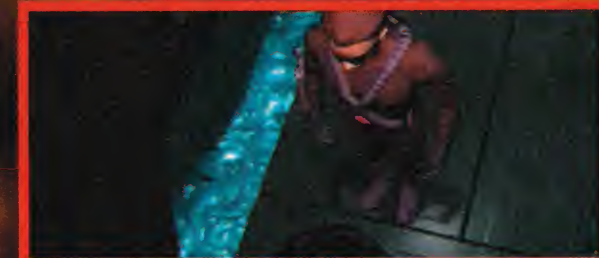
That's a real snazzy suit you've got on there, bud! I especially like the crossing bulbous bit that makes you look like you've just lost a fight with a rabid garden hose. Seriously though, this is you as you make your way to the ocean rig base.







Once you arrive at the rig, you get your first taste of controlling your alter-ego. The joypad moves him in the direction he's facing, although you can't really go wandering off on your own. The routes are all pre-defined so that you stay on track with the plot.



I still can't get over that suit. If I walked down the street looking like that, people would think that I have some kind of skin-tight fetish or something. The goggles have to go as well.



*Cyberia* is slightly unique in its presentation. Rendered artwork, backgrounds and characters show themselves throughout the game and they have all been created using state-of-the-art Silicon Graphics machines (What I wouldn't give to have one of those babies on my desk!) and a massive amount of artistic flair.

The game also features a good amount of action sequences; after all, the terrorists of the world are not about to let you walk off with their ticket to global domination, are they? The mixture between the two genres has been carefully



No sooner have you arrived, you get your first chance to kill some terrorist scum. The guns used in this sequence are not unlike those on the *Millennium Falcon*.



A wonderful, warm greeting awaits you. This charming young lady insists you disarm yourself before doing anything else, and only then will she take you to meet her boss. On the way, however, you get a little sidetracked when the base is attacked by a terrorist air assault. You do get to have a little bit of a tongue-battle with her afterwards, though!





Saturn



Work In Progress

# Cyberia

● Interplay ● £TBA  
● 1 CD ● April '96

Completion

## 1st Impressions

Cyberia looks about ready to set a new standard in adventure gaming. The mixture of action and arcade sequences has been carefully balanced to provide a good all-round challenge, although this can be made more difficult if you like a game that taxes your brain more than your reflexes.

The Saturn is capable of some superb graphical feats, and this game shows one side of what it can do. Let's hope that there's more to come!



Up a bit. Left a bit. Right, now which button do I press to turn this strange hovering craft into an expanding ball of flame, burning fuel and charred human remains?

balanced and Interplay have strived to create the perfect atmosphere that will instantly capture your mind as well as your eyes.

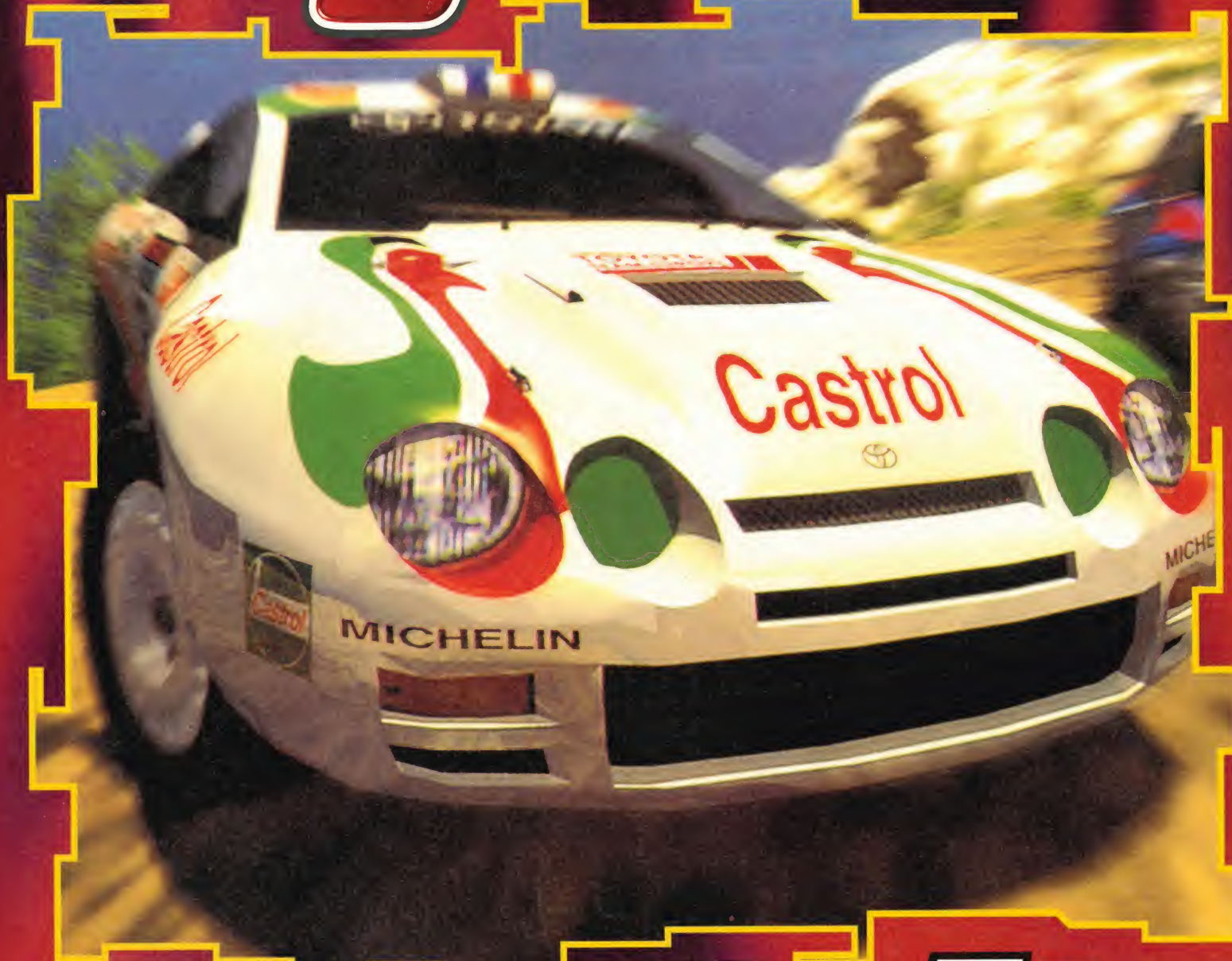
The game is nearing completion as we speak, and hopefully it will be ready for a review in the next issue of *Sega Pro*. I think you'll probably agree with me when I say that this game is going to become one of the Saturn's greatest, and we just can't wait for the final game to plop through the letterbox. Until then, I guess I'll just have to amuse myself with games of Patience and drinking myself into a blubbing heap.

The first arcade section sees you in control of one of the base's anti-aircraft turrets. The enemy swarm in from all sides and also drop magnetic mines into the water just to give you something else to worry about. Even on the easiest difficulty setting, it's tough.





# Sega Pro



# Sega Rally

## Player's Guide

FREE! 8 PAGE PLAYER'S GUIDE TO SEGA RALLY!



# Sega Rally

## Player's Guide



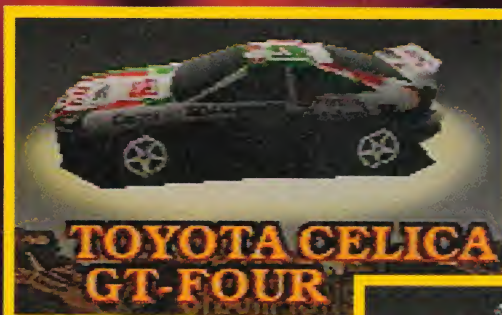
Sega Rally is without doubt the most momentous Saturn release to date. PlayStation owners the world over are crying into their 45 quid a throw, one-track Ridge

Racer CDs as this perfect conversion of the arcade monster roars onto home screens everywhere. Sony might



PRESS START BUTTON © SEGA ENTERPRISES, LTD. 1994, 1995

have won the initial battle but Sega have proved the war is far from over. To commemorate this dramatic event, Sega Pro are proud to present the most complete guide available for the game of the year.



Despite differing radically in design, the Toyota and Lancia offer surprisingly similar performances. There's hardly a nano-seconds difference between their fastest times.

### Cars

There are two cars available. The Toyota Celica and Lancia Delta. Sega assure us both have differing handling but to be honest, any difference in performance is hard to distinguish. The Lancia is slightly better at gripping the road but not as easy to slide through those sweeping bends.

Both are available in automatic models and we strongly advise you learn the ropes in this mode. There's enough to get to grips with without having to worry about what gear you should be in. However, once you're at ease with the controls try out the manual shifters. Not only do they give enhanced performance when used correctly, but they also add a new dimension to the challenge. Actually the desert course doesn't require you change down once you're in top gear anyway, so there you go!

Further options are available to the more experienced driver as you can customise various aspects of the car.

### Tuning

You're advised to familiarise yourself thoroughly with the standard set-ups before fiddling about. Use these options to optimise your cars performance for the current terrain and your personal driving style.



### Handling

The handling can be altered between three levels. This affects how quickly the car responds to the controls.



### Tyres



The harder tyres (4 and 5) are suited to road courses. For dirt tracks the softer option will give you better performance.

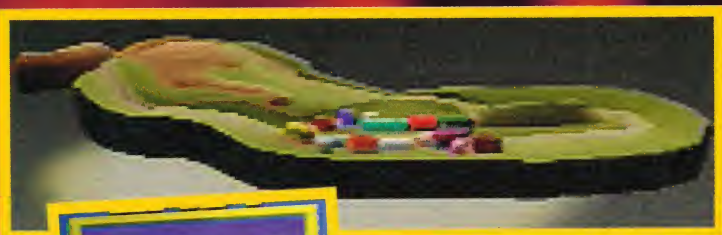
### Suspension

Set to hard for the twisting courses as this'll help the car 'stick' to the road. Bumpier off-road tracks require a softer setting





# TRACK 1:



1995  
**SEGA RALLY**  
**DESERT**

**START!**



# Desert



right until the voice says 'Medium right, medium left.' then immediately push hard left, hard right. Time it right and you'll get through in one. If you couldn't get on the right in the approaching straight (you may have had a bad bump coming through the jumps) you can still do it but you'll have to ease off the gas (this is the only part of the track you'll need to use this technique). The final bend is taken by a long sweeping power slide. Try to hug the inside as much as possible then allow the car to drift left across the finish giving you the best line to start your next lap.

water on the right disappears from view steer heavy right. The car will go into a power-slide. As soon as you clear the left hand sandstone cliff pull left to straighten her up into the gentle left-hander.

Along the straight are three jumps which mean you only have partial control. For the first two try to keep the car straight. If you going left or right compensate by holding the pad in the opposite direction each time you land. On the third jump hold right but hit left as soon as you land. You're now on a short straight with a nasty chicane at the end. Try to stay on the



After taking the chicane at the end of the desert track too wide, Miles ends up eating wall, costing him anything up to a second in lost time. And this guy's doing the tips!

The desert course might seem a piece of cake compared to the other two and in a way it is. There are no nasty corners apart from the chicane just before the final long sweeping bend. All bends can be take at full speed as long as you're proficient at controlling the car in slides. However, the apparent simplicity of the track is also its greatest challenge. This, combined with its relative shortness mean a single mistake can put that record time beyond you. Your line is critical. Getting through most of the corners cleanly is easy enough but getting through in the shortest possible time is a different matter.

From the start the track bears right, away from the spectators enclosure and out into a wide section before a medium left-

hand. The temptation is to use all the available space and take it wide but this loses you time. Not only are you travelling further than you need to, but the more time you spend steering the less you're accelerating. Remember — every time you steer you lose a

degree of speed. On this course, hundredths of a second can count for everything.

As soon as you're out on the open track, aim to cut the bend as tight on the inside as possible but be careful not to clip the verge. A couple of taps on the steering at the last minute should take you round. Be prepared immediately to slide into a right-hander but don't go too early or you'll hit the stone wall. Slide through the bend then straighten up and hug the left hand fence through the checkpoint. When the pool of







# TRACK 2: Forest



A good start on the forest course is essential as the computer opponent (right) has the inside line on the first corner. You need to get ahead of him or he'll shunt you into the wall.



What did I tell you? Now we're stuck on the verge while the infernal computer car goes screaming off into the sunset. We'll be lucky if we see him again!



Your first forays in the Forest will involve more bouncing from one trackside obstacle to another than anything else. Don't be disheartened though. The track can be broken down into bite-sized pieces with a different technique required for successful negotiation of each.

From the start, there's a series of long chicanes which can be more or less straight-lined all the way. A few minor adjustments are required but quick taps on the pad are enough. Don't try to stay on the road — use the verges.

Come out of the chicanes and you're into a long, easy right-hander. Gently steer round and try to come out into the short straight in the middle. Another very slightly tighter right-hander follows which can be taken in a gentle slide. Following this is a long, very gentle left-hander. Keep tapping left to keep the car in the centre of the track going into the tunnel. Just before you hit the bend and

steer hard left. This will slide you though the bend but be ready to straighten up quickly.

Once out of the tunnel, there's a gentle right followed by a short straight. Use this time to align the car in the middle of the track then as soon as you hit the dirt section brake hard and steer left to power-slide through the corner. Performing the operation too late will cause you to go up onto the verge and possibly hit the rocks. Come out of the bend and move over to the right then brake and steer medium right. Slide right the way through. Avoid the temptation to correct the slide too early or you'll hit the rocks on the left. Keep dabbling left to avoid the rocks on the right but don't correct until you see the checkpoint.

The next hairpin is the toughest part of the track. Go into it tight and about halfway through release the accelerate button for a split second before breaking hard into a slide, then accelerate out. The timing comes with practice. Break and slide through the following 90° left-hander then slide through the right-hander and the chicane — you don't need to brake through these at all.

You can straight-line the next chicane before steering hard right to slide round the last corner. Be ready for a couple of minor corrections and the finish line will be in sight.



A perfect demonstration of how not to take the forest hairpin. Tightest line, remember?





# TRACK 3: Mountain



If you can't brake into a power-slide, you won't get anywhere in the Mountains. It starts you off with a deceptively easy section to lull you into a false sense of security. Three or four gentle left and right handers need to be taken before going into a short tunnel. As soon as you exit the tunnel on the right-hand side, hit the breaks and steer hard left to slide through the medium left-hander. Straighten up and be ready to brake and slide once more around the following right-hander. Begin the slide early all you'll hit the far wall. It's tricky

and the timing needs to be right but it's the quickest method.

Ease round the long left hander then move to the left on the straight. There's a wicked hairpin at the end. Release accelerate and put the car into a sideways slide until you clear the wall then accelerate away. Once through the checkpoint, hit brake once more to slide through long medium left-hander.

Next come to easy left-handers. These can be taken without braking but you need to turn early and steer right through the bend. A quick right follows before braking to slide through a medium left. Straighten up then use a quick dab of the brakes to slide through the right-hander.

Next is an easy left followed by a long sweeping medium right. Hit the corner at speed then brake and steer hard right. You can slide all the way around but keep making adjustments to the

steering. If you hit the verge you're in trouble! A short straight follows then there's a deceptive left. It starts gently then suddenly veers off. You need to brake and left-steer about halfway through the shallow bit. Steer too early and you'll hit the left fence, too late and you'll go arse-first into the right.

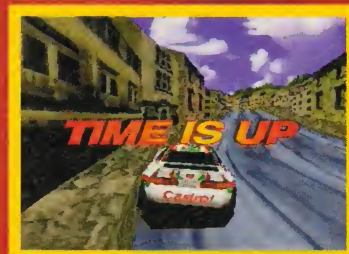
Once that's done the finish is just an easy left-hander away.



Above: Another track, another hairpin and another fine example of how it shouldn't be done. See that big grey thing on the right. That's called the road!



Below: Sensibly the residents of this normally quiet mountain village stay off the streets when Miles is in town. (Yeah, loadsa blimmin yellow bellies! — Miles)



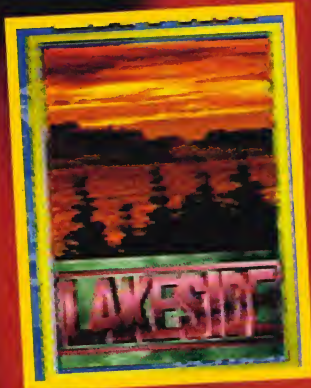


1995  
SEGA RALLY  
LAKE SIDE

START!

## TRACK 4:

## Lakeside



**T**his is it — the hidden bonus course. And is it a bitch? You bet your pelvis! But first how to reach it. You need to come first in the arcade championship over three courses. To do this you'll need to play in three lap mode or you've got no chance of making up the time. Once you've done this, the track becomes available for selection under the other options allowing you to go ahead and practice.

Frankly, it's not worth trying to break this one down into sections. The fact is this is a non-stop bendarama. There's only one so-called 'easy' corner — a long left-hander towards the end. This is the only corner on the entire track which can be taken at full speed. Even then, however, the course is so narrow if you don't get it absolutely right you'll be in the hedge.

What makes it so difficult is that generally there are no run-off areas. On other tracks, if you make a slight error more often than not the verge gives you the chance to correct it with only a small time loss. Here the slightest miscalculation results



Sliding sideways at 103mph. It's bicycle clips time!

in hitting a grass bank, fence or other nasty solid object, bringing the car almost to a halt. The co-driver's messages generally must be heeded immediately. As soon as he warns you of an upcoming bend, brake and steer hard. Don't go back on the gas until you're sure you're through.

If this sounds like a bit of a cop-out, the truth is we've not got close to mastering it ourselves yet. Everyone in the office had been hammering away at it and I

don't think we've had anything even approaching a clean lap between us. Even Dino (the acknowledged office Sega Rally champion who has record times for every single course and car!) was seen sobbing under a desk after several hours practice resulted in abject failure. The recently un-bearded one has been in a sulk ever since! The message here is that you're on your own.

Above: The Celica streaks over a jump but it won't be long before it's sliding up the verge and ploughing into a hedge once more.

Below: Preparing for the lakeside course with a due sense of trepidation. Damage limitation is the best policy.





# Sega Rally

## General Tips



Above: Into the tunnel and already we're trailing the computer car by some distance. Git!

Below: Control in the slides is the most important technique to learn. If in doubt swat up on a few old episodes of Starsky and Hutch.

There's no point going straight into the Arcade Championship. Even at the easiest skill setting, it takes a lot of practice before you can even think about winning. Learn each course in turn. They all require different approaches but can be mastered in the same way. First select 'Time Attack' and 'Free Run'. This will give you unlimited laps on the chosen track and it's amazing how quickly you get to know all the corners.

When you feel comfortable with the course it's time to measure your progress. Select 'Three Laps' from the Time Attack section and keep an eye on your lap time. You'll also be racing against a ghost car — the CPU remembers your best circuit so you can go up against it. When you do a good lap try following the ghost to check the line. The replay feature is also useful to spot where you're losing time. Sometimes, you don't notice slight prangs during the race but they cost you valuable hundredths. You can, however, spot them easily in an external



view replay.

When competing in the Championship, concentrate on your line. Take each corner exactly as you practiced it and try not look at the other cars. Overtaking is fairly simple as the computer cars are relatively slow. However, if he's blocking the correct line into a bend back off and wait for a straight - you'll lose less time braking than you will attempting a bend on the wrong line and hitting the wall.





# Next Month

# Virtua Cop

## Playing Tips

*Next month Sega's crime fighting epic, Virtua Cop, gets the Sega Pro treatment as we send Miles into action armed with nothing but a collection of Dirty Harry films and a particularly dangerous looking banana.*









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


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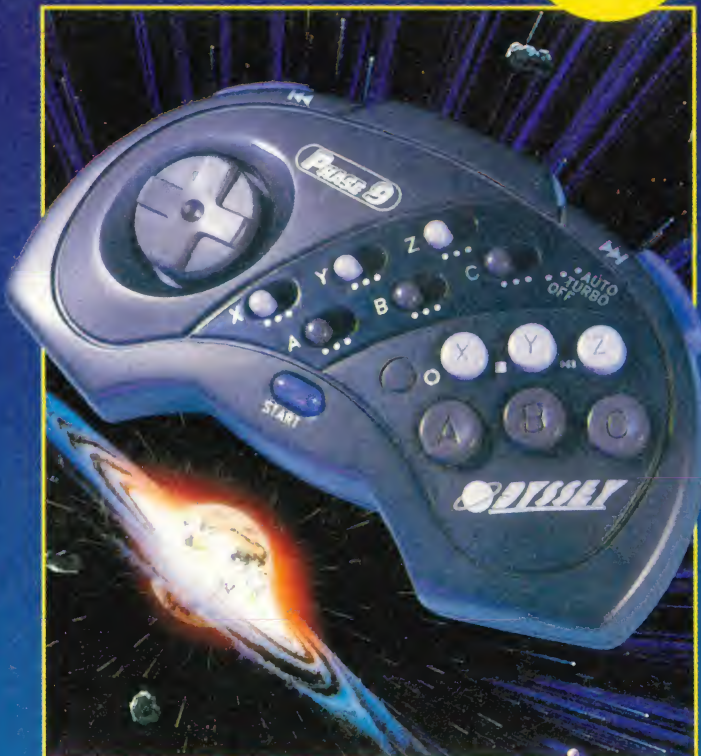
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# Review

• JVC • ETBA • March

# Deadly Skies

Tally ho! Chocks away and all that. It's up tiddly-up-up and into the wild blue yonder for a daring airborne duel to the death. So, with goggles on and heavily starched silk scarves jutting out at exaggerated angles we slot JVC's latest CD into the Saturn.



Who's the best games player in the world? All we know are his initials. Three letters which top hi-score tables around the globe — AAA. Aaron Andrew Antelope perhaps?



Take the *Street Fighter 2* characters. A pretty hard bunch I reckon. Not the kind of people you accuse of spilling your girlfriend or looking at your pint of a Saturday night down the boozier. What could be worse than a juggled up Ryu staggering towards you having got the idea into his head you dissed him in front of his mates? Simple — a juggled up Ryu in an F15, that's what. Dragon Punches and Fireballs are all well and good but they don't quite have the same impact as a vulcan cannon or a couple of Sidewinders. I'm not talking from experience here, you understand — call it intuition, or maybe even common sense.







You call that an oil refinery? I could fart a better oil refinery than that. In fact I already have done and it's in my pants right now. Only kidding. Actually I'm just glad to be here. Right. What's that in the distance. A factory? C'mon — you call that a factory...



Anyway, that's *Deadly Skies* for you. Eight well 'ard geezers (well, six geezers and two geezesses) each flying one of the world's most blamastic jet fighter planes bristling with rockets, guns and all manner of destructiveness.

How, you might wonder, do such people come to be in possession of said aircraft? The answer lies with an independent task force who have connections with all the world's major air forces and defence organisations. Every year the the creme de la creme of pilots from around the world are selected to compete for the title of undisputed number one, supreme hot shot, principle big-cheese and top bod.

This year's lot are a motley

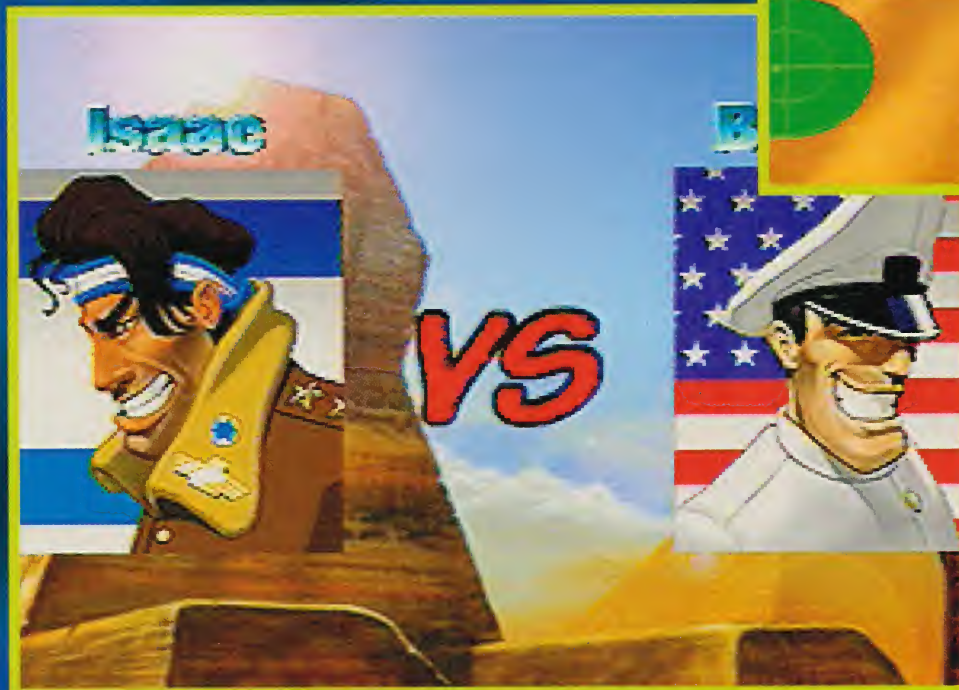
bunch with one common denominator. They could all kick Tom Cruise's badger and probably do a better rendition of

*You've Lost That Lovin' Feeling* into the bargain!

Each pilot brings with them their own unique manoeuvres as well as the standard ones learned in training. They've all been involved in combat situations

around the world and have their own unique methods. This is the result of a bizarre brain-storm by JVC — to combine a 3D flight sim/shoot-'em-up type thing with a beat-'em-up (of all things). Actually that's not right. It's combined with one of the beat-'em-up's most characteristic elements, if not the physical punching and biffing - special

**bizarre  
brain-  
storm by  
JVC**



The Hawker Siddeley Harrier is very clever plane able to move at supersonic speeds or stay still in perfect hover. Not to be confused with a Kidderminster Harrier who can't!





Saturn



God damn it  
Maverick this  
bogie's all  
over me —  
and if you  
ever sneeze  
again in the  
middle of a  
loop the loop  
I'll do ya!



Above: Look at me, look at me. I'm flying a Tomcat like Tom Cruise. D'ya reckon Nicole Kidman will fancy me now? (Sorry folks, but Dino's been getting a bit frustrated lately cos no-one will get off with him. We apologise for any boredom caused — Anon)  
Right: Nooooo... pull up! John's buttocks arise from the icy depths and we're heading straight for the crevice! This is no way for a man to die.



moves! The trademark techniques of each character are accessed in the same way as you might access a SF2-type special move — a combination of pad movements followed by a button press. There are up to six individual moves for each character to use when the time is right and in this game, that's nearly all of the time.

Having overcome the other seven competitors, the successful character will then go up against two supremely talented 'bosses'. These guys

are hardened instructors from the US Navy's Top Gun school (and we're not talking Kelly McGillis here). They are the best of the best. They're seen it, done it, battle scarred veterans. And just to prove there's nothing you could teach them that they don't already know — they're capable of pulling off any special move in the game!

Only a radish would consider describing this as a flight sim. It's a straight shoot-'em-up — make no mistake about it, but it has one or two extra control

features not always found in the standard blastus willyum nillyum repertoire. It's not possible to just throw the plane around the sky like a rabbit on the end of a piece of elastic. Par example (a spot of Francais there for the benefit of our Euro chums); imagine being in a 90° bank with the ground coming up first. Somewhere a voice is yelling pull up. The immediate zapster's reaction is to pull back on the pad. In doing so his belief is he'll rise once more to the safety of altitude. Mucho wrongo, Mr Bongo! The seasoned flight sim player knows all too well pulling back on the controls while in a bank will simply increase the rate of turn and, in this case, descent. A spot of levelling up is called for first. Then there's the manual throttle, giving rise to all sorts of speeding up and slowing down malarkey. So, as you can see the rudimentary laws of flight are obeyed, although quite a lot of license is employed with the most important of those — collision. Any collision with the ground or an inconveniently situated mountain invariably normally would mark the end of the game. Not here, though. As long as you've got enough energy registering on the old meter, you're safe as 'ouses, mate. Just

a scolding thwack and off you go. Deadly Skies isn't about to win any awards for realism, but hey — neither is Michael Jackson and he's done alright for himself!

It's not everyday we get an original idea plopping onto our desks and Deadly Skies is quite unlike anything around. The special moves look impressive and it sure feels good when one comes off, leaving the opponent dazed and confused or, better still, plummeting to earth faster than an OJ Simpson Juror on his way to the newspapers! Graphically the planes all look mean enough and are easily recognisable. What Deadly Skies offers is arcade action at it's frantic best with a welcome portion of originality thrown in for good measure.





# THOSE MAGNIFICENT MEN IN THEIR FLYING MACHINES

## Isaac Warzman

Nicknamed 'Smokey' and hailing from Israel, he's flown countless combat missions in the battle-torn Middle East. He flies that old warhorse, the Mirage.

## Akira Sakamoto

No relation to the Manga character, this Japanese dude was a test pilot before getting the call-up to the tournament. A man of few words, he lets his F4 Phantom do the talking.

## Mei Mei Chen

She's like an airborne version of Chun Li and a skilled martial artist. Mind you, I wouldn't give the Spinning Bird Kick much hope against her heavily armed MiG-29!

## Helena Hagen

Not since the Vikings has such a fearsome warrior emerged from the land of fjords and horny helmets. An F16 is the tool she's chosen with which to ply her trade.

## William Scott

The former Navy SEAL was recruited by the US Air Force to test F117 stealth bombers. He takes his place in the tournament at the controls of an F15.

## Ghost

Who is he? What does he do? Where does he come from? Does he have a cat called Vincent? These questions and many more remain unanswered. A shadowy figure and master of the YF-22.



## Andy Jones

Perhaps a tad miffed at his excessively dull name, Andy's arrogant in the extreme and has the skills to back it up. The tough, patriotic Brit flies a Harrier — what else?

## Bruce Campbell

A veteran of the Desert Storm campaign, this guy graduated from Arizona's Top Gun school. If this Bruce play's his cards right, he could go all the way! (cheer!)

# ProScore 90

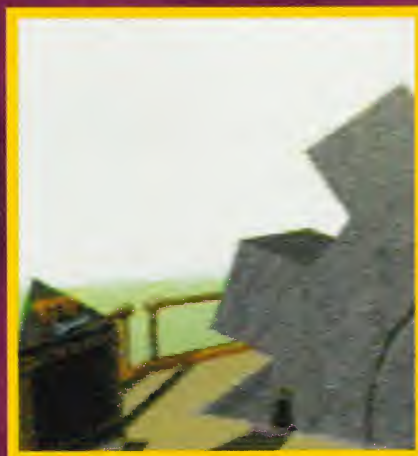
Excellent dog  
fighting action  
would have been  
made even better  
had they included  
an option for two  
players to go  
head to head.



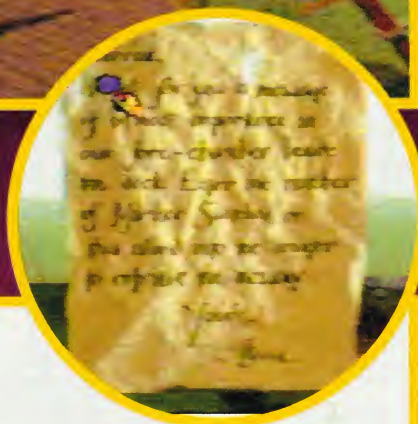


When *Myst* first breezed onto the PC, the gaming world stood back and gasped at the graphics. Impressive? Well just look at the screen shots. Unfortunately, Sunsoft's point n' click adventure is a classic example proving great graphics don't necessarily equate to a great game.

# Myst



The finger points the way. What strange secrets lurk in the city atop the hill? There's only one way to find out matey. Pull up your trouser until they're riding up your bum, adopt a determined expression and get up there!



Some wise bloke once said a picture tells a thousand words, but with *Myst*, only two spring to mind; boring and just boring, I guess! Yeah, I know the pictures look really cool, but I've played the game and believe me, it's toss. Never has a point and click adventure been so dull. It's like having your flipping mother-in-law come around with all her slides from the 1912 family holiday to Butlins - although that would probably be more interesting.

The problems begin as soon as the cliché-riddled plot starts to unfold. Having stumbled across a dusty book and settled down for a nice, quiet read, you suddenly find yourself being hurtled through a warp-zone. Coming around some time later, you are amazed to discover (yes, here it comes) you've been transported to the island of Myst. You soon

realise there's some great evil at work and it's up to you to save the day. Eat your heart out Flashy!

After taking in the enormity of the task that lies ahead and loading up the game, the first scene that greets you is the pleasant view of a building and some surrounding trees. You'll also see a hand that glides across the screen in response to your joystick movements. This is used to perform all the tasks in the game. If you want to pick something up, pull and rotate objects or just move about, it does it all. Just move it over the object you wish to manipulate or in the direction you want to go and click on the joystick. Simple as that!

Setting off around the island for the first time, it's striking how small it appears to be - it looks no bigger than a list of all the birds Miles has snogged (Hardy ha ha





— Miles), but after some exploring, you soon realise it's actually a lot bigger than a 2cm square (Guffaw! — Miles). Some David Bellamy-style delving into the undergrowth opens up a huge labyrinth of paths, rooms and corridors.

More surprising than the extensive playing area though, is just how little there is to do in it. Sunsoft have managed to create this large, fantasy island, with absolutely nothing going on. Okay, so that's a bit of a lie (there's a few things happening) but it's not much and more to the point, nothing exciting. You jump from location to location desperately seeking something to get your teeth into,

but the game continuously fails to deliver. Most of the time you just flick from picture to picture wondering what the hell's going on.

All quibbles aside though, players who can motivate themselves enough to stick with it for more than five minutes should find it challenging enough. Unfortunately most of this

challenge comes in trying to figure out what the hell you're doing rather than actually doing it.

If a fancy slide-show that displays the graphical capabilities of the Mega CD is what your after, then *Myst* is for you. If you'd rather have a game to play occasionally, give it a miss.

***you suddenly find yourself being hurtled through a warp-zone***



Yikes! Armageddon! This is it — the apocalypse. Or it could be a rocket ship and therefore a way out of here. Do you feel lucky, punk?



Search every nook and cranny for clues. Actually I wouldn't know a cranny if it bit me on the nose. Or a nook for that matter. Oh dear!



Turning these wheels in the correct manner will have beneficial results if you ask me!



***Proscore***  
***69***

***A boring and unworthy addition to the point n' click family of games. Not worth the effort.***

***Sega Pro*** 45





Whilst the Saturn continues to bask in the glory of *Sega Rally* and *Virtua Cop*, the increasingly despondent Mega CD braces itself for the forthcoming release of Sega's *Batman and Robin*. Having graced our TVs, cinemas and other home consoles for many-a-year, the caped crusaders arrival is long overdue.

Jumping straight into the cockpit of the Batmobile, the idea of the game is to simply drive through mile after mile of Gotham City high street, avoiding civilians and shooting villains. Sound like *Chase HQ*? Not surprising, seeing as that's basically all it is. *Chase HQ* for the 90's, with Batman at the wheel! Actually, I say 90's, but it could easily be the 80's as the game looks and feels like something off the Mega Drive. Bit of a rip-off really, eh?

Made up in sections, each of which contains several levels, players must shoot and dodge their way through all the sections before completing each bit by finishing off the customary boss. This is done by shooting him, or

her, until 100% damage has been inflicted.

This isn't as easy as it sounds. A time limit for each level means haste is of the utmost importance - and with haste comes accidents, and with accidents comes damage. Take 100% damage and you lose a life. The baddies, with more firepower than yourself, can also inflict damage on your Batmobile and dodging their bullets, bombs and bouncing turtles (!) is a big part of the game. Unfortunately, Batman and Robin is one of those games

*players must shoot and dodge their way through all the levels*

that is irritatingly unforgiving. It's all too easy to be in the wrong place at the wrong time and find yourself facing a hail of enemy fire with no possible way of getting out. Now call me an old fart if you like (Okay! Jon, you're an old fart - Dino), but I prefer games that at least give you a fighting chance.

For a state-of-the-art crime fighting machine, the Batmobile (with only two weapons) is surprisingly ill-equipped. Even with power-up boosts, it hasn't got enough firepower for a game that relies so heavily on shoot-



Just look at this mucky fumes coming out of the bat-exhaust. A champion of the good and righteous he may be, but eco-friendly he ain't. Wise up man. This is the 90s!

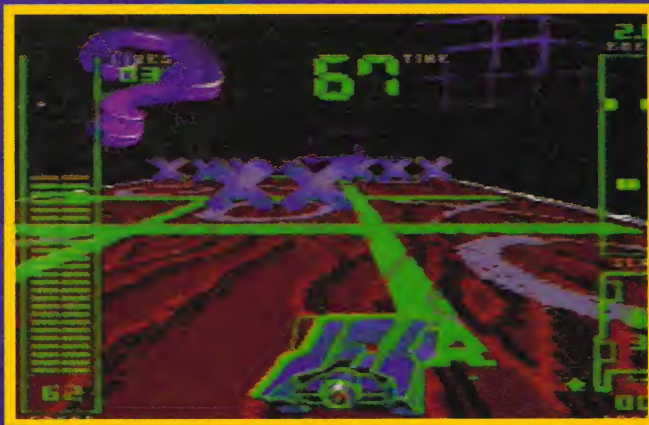


Holy obtrusive architecture, Batman. Gotham City looks like just the sort of place Prince Charles would like to spend a few days. At least his crusade against unsightly building might take his mind off his marriage!





# main Robin



'em-up action to enthrall its players. Gamers after a decent blast-fest will be extremely disappointed.

Donning your best pair of tights and jumping straight into the action, the game does, at least, get off to a good start. A fantastic animated intro sets the scene and lays down the foundations of the plot. The story continues as you progress ever onwards by the use of some more animated cut-sequences. Striking in their brilliance, these have been written and designed by the same people behind the new cartoon series. In fact, it's quite



Oh no! I feel myself being lulled into a false sense of security by this nice clear stretch of road.

Ha! You don't scare me with your big question marks Mr Truck Drivers.



noticeable that it's from here the game draws most of its inspiration - unlike most other B and R games, which seem to owe more to the recent batch of Hollywood films or the original 60's series. For anyone who has yet to see the new cartoons, let's just say it's not the casual, light-hearted affair that was the original series. There's no kerpow, biff, or bash! It's all dark, moody stuff.

The programmers have attempted to translate this into the game through the graphics - the scrolling landscape depicting a burnt out, crime-riddled Gotham City. Even the more outlandish locations, like the Riddler's Virtual World, have a certain eeriness about them. Unfortunately, it's never quite pulled off — the graphics look just too cheap. As a result, the game fails to match the atmosphere created by the animated cut-sequences.

No matter how cheap the graphics may look, at least they change from level to level, which is more than can be said for the



Think once. Think twice. Think don't drive your car on the railway line. Unless of course you've only got 56 seconds to complete the level!





# Batman & Robin



gameplay. Avoid a few cars, shoot a few cars. Avoid a few trucks, shoot a few trucks. Get the picture? On and on this goes. Level after level of exactly the same thing. Not surprisingly, all too soon it becomes boring and annoyingly predictable. In fact, if it wasn't for the cartoons between each section, there'd be absolutely nothing to inspire one to keep on playing.

In this new age of computer gaming, the Mega CD is surely capable of much better than *Batman and Robin*. It barely touches the surface of the machine's potential and if Sega aren't careful, they could have another 32X on their hands. Talking of Sega, in this increasingly competitive gaming world, they're gonna have to chuck out better stuff than this if they don't want to lose some life-long supporters!

As a stand alone video CD title, *Batman and Robin* would be worth checking out — the animated sequences are really outstanding. Unfortunately, as a game, it sucks void big time! The gameplay is relentlessly monotonous and the graphics pretty lame. Even fans would be best advised to give it a miss!



Pardon me! Batman's attempts to look moody fail when he accidentally unleashes a super-guff on the unsuspecting citizens of Gotham. Break out the bat air-freshener!



Batman takes time out from serving the greater good for a for a dabble on the Speak 'n Spell. My that's a long word isn't it kids!



## Proscore 64

*Holy toledo  
Batman, what a  
waste of a license!  
The only thing  
worth watching is  
the cartoon  
sequences!*



In colourful jumper, silly trousers and snazzy shoes, Sega Pro indulges in a spot of hand held middle class stress relief. We'll meet you at the 19th hole!

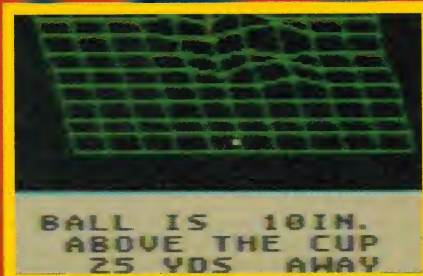
**Review**

● EA ● £29.99 ● Out Now

Game Gear



# PGA Tour '96



I've played PGA '96 on a few formats now and have to say I've been mildly disappointed. It's not that it's bad — far from it, in fact but it seems to me a lot of the changes have been made for the sake of it rather than to improve the game. It's as if EA are trying to prove this is actually a new product and they're not just rehashing last year's game.

The Mega Drive version features much more detailed backdrops than in previous PGA games but the penalty is several seconds delay between each shot while the screen graphics build up layer by layer. For fans of PGA Euro (like me) used to instantaneous screen update, it was just too annoying to hold the attention. After all, the gameplay remains 95% identical and what are a few extra shrubs between friends?

EA have also discarded the power bar at the bottom of the screen for the 1996 versions to replace it with a swing-o-meter. It was always widely acknowledged that PGA had by far the best control system yet devised for a golf sim so why mess with it? There's good news for Game Gear owners though. Obviously realising the small screen display would make the swing-o-meter rather tricky to use they've plumped for the old-style power bar which is so much more satisfactory.

That problem of screen update I mentioned earlier is also apparent on the GG but I think we can forgive the little fellow for that. You see this is truly an excellent conversion. The graphics are crisp and clear and it plays just like Mega Drive PGA Euro.

With skins and tournament options and three full 18 hole courses on offer this is the ultimate hand held golfing experience. As Seve would say in those dodgy American Express ads he used to do — donn liv hum wivout it!



TPC AT SAWGRASS					
PAR STROKES			PAR STROKES		
1	4	5	10	4	
2	5	5	11	5	
3	3	3	12	4	
4	4	4	13	3	
5	4	4	14	4	
6	4		15	4	
7	4		16	5	
8	3		17	3	
9	5		18	4	
36			36		
OUT			IN		
21			0		
TOTAL					

If it wasn't for that first hole we'd be making par and doing alright. Personally I blame the trousers. Ordinarily people wouldn't dress like Pee Wee Herman in public. I reckon there must be some sinister underlying reason behind it all.



A quick glance at an aerial shot of the fairway reveals many lakes and bunkers. We'll be getting a much closer look at those in the not too distant future I'm sure!



Looking good. I reckon I'm on for a birdie here, snigger. Golf is just so cool for jokes innit!

**ProScore**  
**92**

From the excellent graphics to the perfectly tuned gameplay this simply oozes quality from every pore.



Saturn

**Review**

● EA ● £39.99 ● Out Now



Dino has always pretended to hate football, simply because he read somewhere that 90% of women won't even look twice at a man who likes England's fave pastime. He still enjoys the odd kick around, though.

# FIFA



Oh yes, I remember it well. Every Thursday night used to be the Paragon footy game. We'd all tramp down to the Littledown sports centre in Bournemouth and play 5-a-side on a brushed concrete pitch that was lit by floodlights that resembled slightly overworked candles. I still have the scars from some of the games, and some fond memories of an excellent goal that I scored. I gave up for two reasons; I moved to Las Vegas for two months and I saved a shot with my face in my very last game. It brought home just how physical the game can be.

This is why I'm now a hardened armchair footballer. I don't go for any of this namby-pamby managerial stuff like Miles and Jon do (Every morning, the office is awash with their triumphs and

defeats from the previous night's CM2 game). I go for the hard stuff, so I was trembling with anticipation when FIFA '96 flopped rather heavily onto my desk.

FIFA has long been the King of footy sims. Ever since the Mega Drive version first appeared a few years ago, FIFA has been synonymous with the epitome of football games. Electronic Arts managed to combine the skill of the game and the excitement of playing into one handy little package. It has been converted to more or less every conceivable platform you could ever wish for, and the Saturn is no exception.

The problem is that FIFA '96 is a little bit of a disappointment. I will probably get castrated for saying this, but it's nowhere near as good as the PlayStation version, which is still my Football

4 mins 52 secs into the game and England have yet to concede a goal. Wonders will never cease!

Throw-ins are one of the hardest aspects of the game to suss. No matter where you want the ball to go, it'll go somewhere else



Newcastle, the champions elect, prepare to meet the reigning champs, Blackburn in a thrilling all-England encounter. All the top premiership teams are included in the game, with all the genuine players and stats.



The default camera angle sometimes makes it hard to see what is happening on the far side of the pitch. A quick change to ball-cam will soon sort the problem out.



# 4! '96

game of choice. There are many reasons for this, but I'll go into these in depth later. The rest of the game is deceptively well-presented. The opening intro and menu screens are very well designed and implemented. Unlike the PlayStation game, the Saturn version allows you to take two teams from different menus (i.e. International and Club) and play against them. In the PlayStation version, you could only play an International side against another

International side and vice versa. The attraction of sticking AC Milan against the England side is obvious, and it's a welcome addition to this new version.

***FIFA has long been the King of footy sims***

FIFA '96 is subtitled Virtual Stadium Soccer. This refers to the many camera angles that you can use during the game. In practice, the only practical one is the Sideline view. Any of the others



This fantastic view shows-off the wonderful atmosphere created by the virtual stadiums. It almost feels like you're there. The chanting crowd, the adrenaline buzz, the erm, swearing, spitting, fighting. Oh bugger it, you're better off staying at home playing on your Saturn.



After some disappointing results, Terry Venables takes drastic steps in his attempt to strengthen the midfield. I'm not sure how FIFA will react to midfielders armed with huge spears though.



Saturn



# FIFA '96

GAME STATISTICS		
Score	0	1
Saves	2	2
Fouls	0	0
Corner Kicks	0	1
Shots on Goal	2	3
Attacking	0:14	0:35
In Midfield	2:01	3:00
Defending	0:25	0:18

Despite a valiant effort from the English lads, Germany triumph again! You know what this means? Heads will roll. Another English manager will be picking up his P45 and heading straight for the dole office! Now if they'd only pick me. I've steered Newcastle to the brink of Premiership relegation in Champ Manager 2 you know. That should be good enough qualification.



Thanks to the replay facility, this classic goal from Alan Shearer has been captured, frame by frame, for all to enjoy.



A vicious shot by Teddy Sheringham forces a great save from the keeper, but the ball bobbles up for the ever-alert Alan Shearer.



With the keeper stranded, Shearer dives full stretch for the ball and sends a glancing header towards the goal.



Shearer crashes to the ground as the ball sails past the keeper and into the empty net. The beaten keeper and chasing defender can only watch as the ball crosses the line.



give a narrow view of the proceedings, and hamper the gameplay no end. What use is it when you can't see who you're about to pass the ball to? Still, it makes a nice change if you get tired of seeing the same views all the time.

This version, however, falls down in one very important respect; playability. The PlayStation version was very fluid

and the game rocked along without any noticeable difficulty. The Saturn version however, is a little bit more jerky. You can't seem to set up intricate passing manoeuvres and the players move with a kind of jerky rhythm that suggests that they are suffering from chronic arthritis and rickets.

Everything else in *FIFA '96* is fine. The graphics themselves are

pretty good and the camera pans around with swift precision. Even the in-game commentary is worth a chuckle or two, but nothing can hide the fact that *FIFA* doesn't play as well as some other versions of the same game. No doubt this won't be the last version of this game that we'll see, and I sincerely hope that EA sort out the gameplay side of this game before releasing it again.

**ProScore**  
**74**

**A disappointing addition to the otherwise excellent FIFA clan of games.**



● Sega ● £29.99 ● Out Now



# Return of the Jedi

## Review

The Game Gear is still alive, although it has been on a life-support machine for the past few months. Dino takes a look at one of the games that brought it out of its coma.

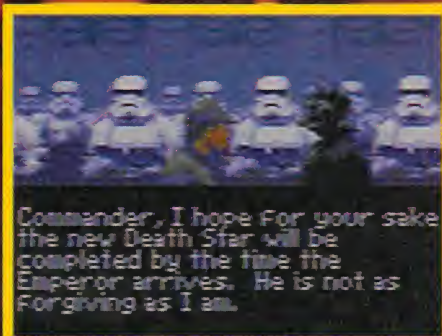
**D**a da, diddly da da. Diddly da da, diddly da (Cue scrolling text). A Long time ago, in a galaxy far, far away etc.

Erm... I guess I'd better tell you a little bit about this game, if you're adept at reading between the lines, then you've probably gathered this is a *Star Wars* game. *Super Return of the Jedi* is the first one that gets the Sega Pro treatment.

If you've played the SNES version of this game, then you'll be in two minds about the entire thing. Rather than simply convert the old game into a smaller parody of its former self, Sega have completely re-designed the levels to make maximum use of the Game Gear's small screen. If you've never played the game before, then *Super Return of the Jedi* is a simple one to explain. It is a mixture of platform and shoot-'em-up levels which loosely follow the plot of the film. The first level, for instance, is a platform affair based on Tatooine. Leia



(disguised as the bounty hunter Bosh) is making her way to Jabba's palace to try to free Han Solo. Plenty of platform-related fun follows, but the occasional burst of frustration comes into play when you make a stupid mistake and plummet to your death. That's not really a criticism of this game, more of platform games in general.



Darth Vader sounds just like our boss you know. 'I hope for your sake the mag is completed by the time I arrive' Arghh!



Miles reckons Chewie's the best character in the *Star Wars* saga. Not surprising really, with their long, flowing locks they could almost be brothers!



Graphically, *Super Return of the Jedi* isn't too bad if you take into account that the Game Gear is only an 8-bit machine. The sprites and backgrounds are simple yet colourful, and everything is pretty smooth with only the minimal amount of blurring. The intro screens to each level are very good indeed and the music and sound effects make the best use of the limited capabilities on offer.

*Super Return of the Jedi* can be a little bit frustrating at times, especially when you get stuck on one of the platform sections, but the Speeder Bike and Death Star

Attack sections make up for this. The game also incorporates a password system, which makes a refreshing change in Game Gear platform games. It certainly makes the whole experience slightly less frustrating when you

know you can jump to your last point without all that tedious playing through the early levels. *Super Return of the Jedi* is not a bad addition to the wealth of Game Gear games available and should see you through many a long train or car journey.

## Proscore

# 75

Not too bad a game, but the Game Gear is starting to look very dated indeed.





# ProTips

One thing we won't produce less of are tips and cheats (unless we don't get any more!) and we'll keep you up to date on the latest and best cheats around. So, send 'em in at the usual address!

Send your tips and cheats to: **ProTips, SegaPro, 14A Union Street, Newton Abbot, Devon. TQ12 2JS.**

## Mortal Kombat II

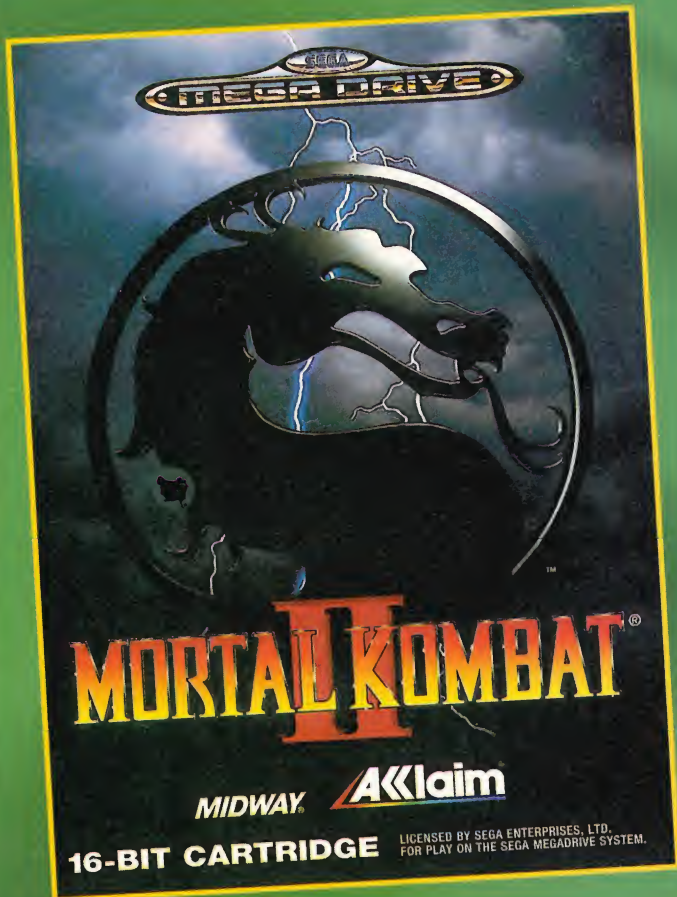
Dear Sega Pro

Back in issue 51 you asked if anyone knew about a boss code for MKII on the Mega Drive. Firstly you go to the menu screen and press C, Right, A, Left, A, Up, C, Right,

A, Left, A, Up. This enables players to be Shao Kahn, Motaro, or Smoke.

Andrew Craig

(We also had the same cheat from Brent Dawson of Dapto, Australia)



## Daytona USA

Dear Sega Pro

I had a Saturn for Christmas and I've already found a secret for Daytona USA. To have a pink manual or green automatic car go to the options screen. Select key assign and set them like this; L gear 3, R gear 4, A gear1, B

accelerate, C gear 2, X view down, Y brake and Z view up. Then exit the options and select the Saturn mode, select a course and on the transmission screen will be a pink and green car for you to drive!

Nathan Coyte

## Virtua Fighter 2

Dear Pro Tips

Here is a hot tip for VF2. On the character select screen press down, up, right and then A + Left to play as Dural!

Joseph Taylor





# Super Skidmarks

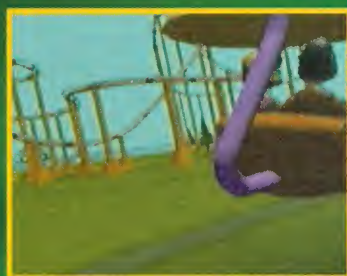
## Super Skidmarks

Enter these as your name:  
Moomoo - Race as a cow  
Savage - Turbo Engine  
Krazed - Race in a F1 car

Enter these as a password:  
Chocmilk- All race as cows  
Sprinter - Pro league mode  
Guardian- All F1 cars  
Spaceman- No gravity mode  
Ben Farooqi

## Theme Park

Super Skidmarks proved popular this month, Lee Wilson sending in the same cheats as above, but he also sent in this little gem for Theme Park. If you wanna be rich, type in this little beauty as a password: DAPDR2AE060



## Road Rash II

Dear Sega Pro

To save some agony, I am writing with a password buster for Road Rash II. Here it is:

Taking the password 0008 10N as an example, to increase your cash, raise the second figure by four, the third by two and lower the fourth by six. It should now read - 04F2 110N. You should have about six grand. You can repeat this as many times as you like up to £35,000. Then it goes back to £1000.

For my next trick, a level select. This doesn't always work though. Simply raise the number of the fifth and eighth digit by one. So 0787 3777 would become 0787 4778. Voila!

Ryan Bennett



Here, in an attempt to win a prize, I have a quality assortment of premium tips. Mostly passwords which I discovered myself, and something for maximum Carnage. I have been collecting Sega Pro since issue 5 and think it's very good (Shameless grovelling, or what? - Dino). Anyway, here we go -

## Road Rash II

Level 1 - \$8910 - 07EN POUR  
Level 2 - \$7260 - 05RC 2DRO  
Level 3 - \$26360 - 0K80 3C03  
Level 4 - \$28660 - 0N64 4JU6  
Level 5 - \$36060 - 053D 5JUQ

## Road Rash III

Level 1 - UK00101J  
Level 2 - HHAF QV30  
Level 3 - 9VQC RV09

## Second Samurai

Level 2 - 1FC1GFBN  
Level 3 - BSI2USDQ  
Level 4 - 2SETGKNO  
Level 5 - ESEMGIBO  
Level 6 - DLMACA1F  
Level 7 - 55XURYPS  
Level 8 - GFD1GFBN  
Level 9 - 6LSWDRTJ  
Level 10 - 00K5VVYQ  
Level 11 - ULTSDGMJ  
Level 12 - X1CRTJKO  
Level 13 - N16W35T4  
Level 14 - LMNPJJ4U  
Level 15 - MA4DNMIC

## Skitchin'

Level 2 - R22I Y3WG ZW00  
Level 3 - JRQM VOQL GCR2  
Level 4 - STUD OBFL X5FA  
Level 5 - R2HK PA13 SRJ0  
Level 6 - 1JJL HCWQ FK3W  
Level 7 - 1JJM QVWD F1VW  
Level 8 - OKFL 30M5 GJNQ  
Level 9 - PCXI ORL5 Y2DM  
Level 10 - BFYM NFRG YSH1  
Level 11 - OM22 G3B4 GT2C  
Level 12 - FYK5 4OGY BAMV

## Maximum Carnage

On the first rooftop level (third stage) beat up the watertank to the top right of the roof. You will then be able to throw the tank at doppleganger and collect the extra continue underneath.

## Dynamite Headdy

How to beat Mad Dog:

After Mad Dog falls on to the screen and jumps to the left he will start wagging his tail. Jump up and hit it to do some damage. Mad Dog will alternate between attacking and leaving himself vulnerable, as he continually drops from the ceiling. Use the freeze-head to freeze Mad Dog when his tail is in view. Then repeatedly hit the tail.

## Playing Tips

## HACKS/TIPS/CHEATS/CODES WIN AT CONSOLE GAMES WITH

- 0891-318-400 ....INFORMATION LINE & INDEX
- 0891-318-401 ....SONIC 3, FULL SOLUTION & CHEATS
- 0891-318-402 ....BATMAN FOREVER
- 0891-318-403 ....EARTHWORM JIM II
- 0891-318-404 ....GOLDEN OLDIES, GAMES OVER 6 MONTHS OLD
- 0891-318-405 ....SONIC II & I, HINTS, TIPS, CHEATS
- 0891-318-407 ....NEW RELEASES LINE, CHEATS, HELP, TIPS
- 0891-318-408 ....MEGADRIPE CHEATLINE (LOADS OF GAMES HELP HERE)
- 0891-318-409 ....SEGA SATURN/CHEATS, TIPS, HINTS
- 0891-318-410 ....CANNON FODDER, ALL THE CODES
- 0891-318-411 ....PLAYSTATION, CHEATS, TIPS, HINTS
- 0891-318-413 ....MORTAL KOMBAT 3, CODES, CHEATS, TIPS & MOVES
- 0891-318-416 ....PLAYSTATION, CODES, CHEATS, TIPS

NO MUSIC, WAFFLE & TIME WASTING, JUST STRAIGHT TO THE HELP.  
PLEASE HAVE PEN & PAPER READY FOR INFO.

IF YOU ARE UNDER 18, PLEASE ASK PERMISSION TO USE THIS SERVICE.  
CALLS COST 39P CHEAP & 49P PER MIN PEAK.

HOME GROWN PRODUCTIONS LTD, PO BOX 193,  
HAYES, MIDDX.



# ProHelp!

Once more into the breach. The fearless **Sega Pro All-Stars** step out to make their names and cure your pains. If you've got a problem. If no-one else can help, get Britain's top game-tamers on the case. We've got a crack team of elite gaming talent ready to be unleashed on any problem you might be having. Call the Professionals. Get writing to **ProHelp, Sega Pro, 14A Union St, Newton Abbot, Devon TQ12 2JS.**

## Street Fighter 2



**Q:** Dear Pro Help I am trying to find out where to buy the box and instructions for Street Fighter 2 and how much they would cost?  
Steve Wills

**A:** Hang about matey, aren't you S Sandiford from iss 53? Hmm, something strange is going on here. Smells like a case of someone writing in under all sorts of different guises desperately trying to get their letter printed. Well, it hasn't worked! Ooops!

## Top Tips...

**Q:** Dear Sega Pro I am a big fan of yours, but was disappointed you guys didn't show (write) any cheats, tips, special moves, or fatalities for *Primal Rage*. I know it's a new release, but you have printed any at all yet or shown any in your review. So could you please, please, please print some. Robert Hathaway

Dear Pro Help I'm now a proud owner of a Saturn and I think that the best way to buy good games is by using your magazines as a guide, since the only Portuguese videogame mag reviews so little Saturn games. Unfortunately, due to Xmas holidays I missed issue 53 of your magazine. I would be very grateful if you could publish my letter and tell me the reviews scores of all the Saturn games reviewed in that issue. Nelson Alves

**A:** Sega Pro are always glad to help out our European buddies, so here's those Review scores you were after: *Virtua Fighter 2* - 94%, *JVC Victory Boxing* - 90%, *Hi-Octane* - 79%, *F1 Live Information* - 90%, *Blackfire* - 80%, *Worms* - 93%, *Virtual Open Tennis* - 75%, *Romance of the 3 Kingdoms* - 59%, *Hang-On '95* - 79%, *Hebereke's Popoitto* - 84%, *Layer Section* - 77%

If you want to see the reviews as well, why not give Paragon a call and buy the back-issue?

## MKIII & Sonic Cheats

**Q:** Dear Pro Help Do you have any cheats for Sonic 3 and in MKIII how do you play as Smoke? Warren Smith

**A:** To play Smoke, wait for the MKIII logo to appear and then quickly tap A, B, B, A, Down, A, B, B, A, Down, Up, UP. If you've tapped it in correctly (and quickly enough) the screen should change from black to brown. Smoke will now be available on the character selection screen.

Here's some cool moves for him as well;  
Spear attack - B, B, LP  
Teleport Punch - F, F, LK  
Friendship - Run, Run, Run, Run, HK  
Babality - D, D, B, B, HK  
Fatality - Hold run + Block, D, D, F, U  
Pit - F, F, D, LK

As for Sonic 3, I can't think of any of hand, but if anything turns up, you can rest assured we will print it.





# Mortal Kombat III

**Q:** Dear Pro Help  
I own a Mega Drive and I've had *Mortal Kombat II* for a year now. And still I only know one cheat code and that is Left, Down, Left, Right, Down, Right, Left, Left, Right, Right and I was wondering if Pro Help can print some more codes.  
Justin Argall

**A:** We certainly can me old matey. Check out the Protips for a cool cheat on how to play Smoke, Shao Kahn and Motaro.



## Passwords

**Q:** Dear Pro Help  
Could you please help me with any passwords for the game *Stargate* as I can't seem to get out of the first level.  
Michael Lee

**A:** Sorry Michael, you're out of luck. We phoned Acclaim and it seems that they have absolutely no cheats, or tips for the game. When asked about passwords they proved equally enigmatic, claiming that a lot of the passwords were taken out towards the end of development!!

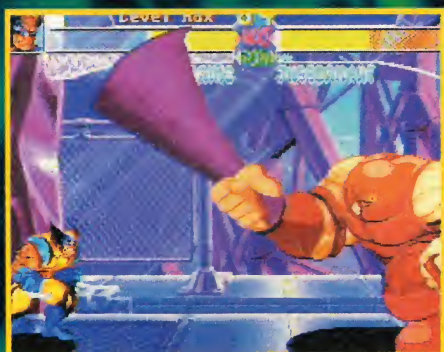
## Earthworm Jim

**Q:** Dear Pro Help  
I'm having trouble with *Earthworm Jim* and was hoping you might be able to give me a few tips, or cheats.  
Massa Takamuro

**A:** No problemo! For some extra continues simply play the game on the practice mode until you get to the cow. Now, when you send it hurtling through space, quickly reset the game. Go to the options screen and change the difficulty setting back to normal, this should give you three extra continues.



## X-Men 2



**Q:** Dear Pro Help  
Is there a cheat for *X-Men 2* on the Mega Drive to be Storm, Rouge, or Jene and is *X-Men 3* coming out? Please could you let me know. A Gore

**A:** As far as we know, there's no cheat to play these characters, but we did manage to find out that *X-Men: Children of the Atom* is all set for a Saturn launch in early March. One to look forward to, eh?

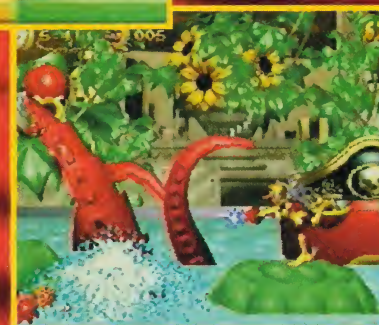
**Q:** Dear Sega Pro  
Without sounding like a bit of a saddy, I'm stuck on *Clockwork Knight* and I was wondering if you had any tips, or cheats that could help. If you have, I'd be really grateful as the game is starting to drive me mad!  
D Phillips

**A:** Calm down 'D', we've got tons of top tips that should ease your gaming hell, just try a few of these:  
For a stage select, simply follow these instructions - when it says 'press start button' on the title screen, press Left, Up, Right, Down, Down, Right, Right, Up and R. This should activate the stage select cheat and you now press up and down to choose a level.

Want to get to the end of the game, but can't be bothered to finish it? Well try this; after putting in the stage select code, press Left, Right, Right, Up, Right, Right, Up, Down, Right, Right, Up and R. Whammo, you should now be playing the final stage.

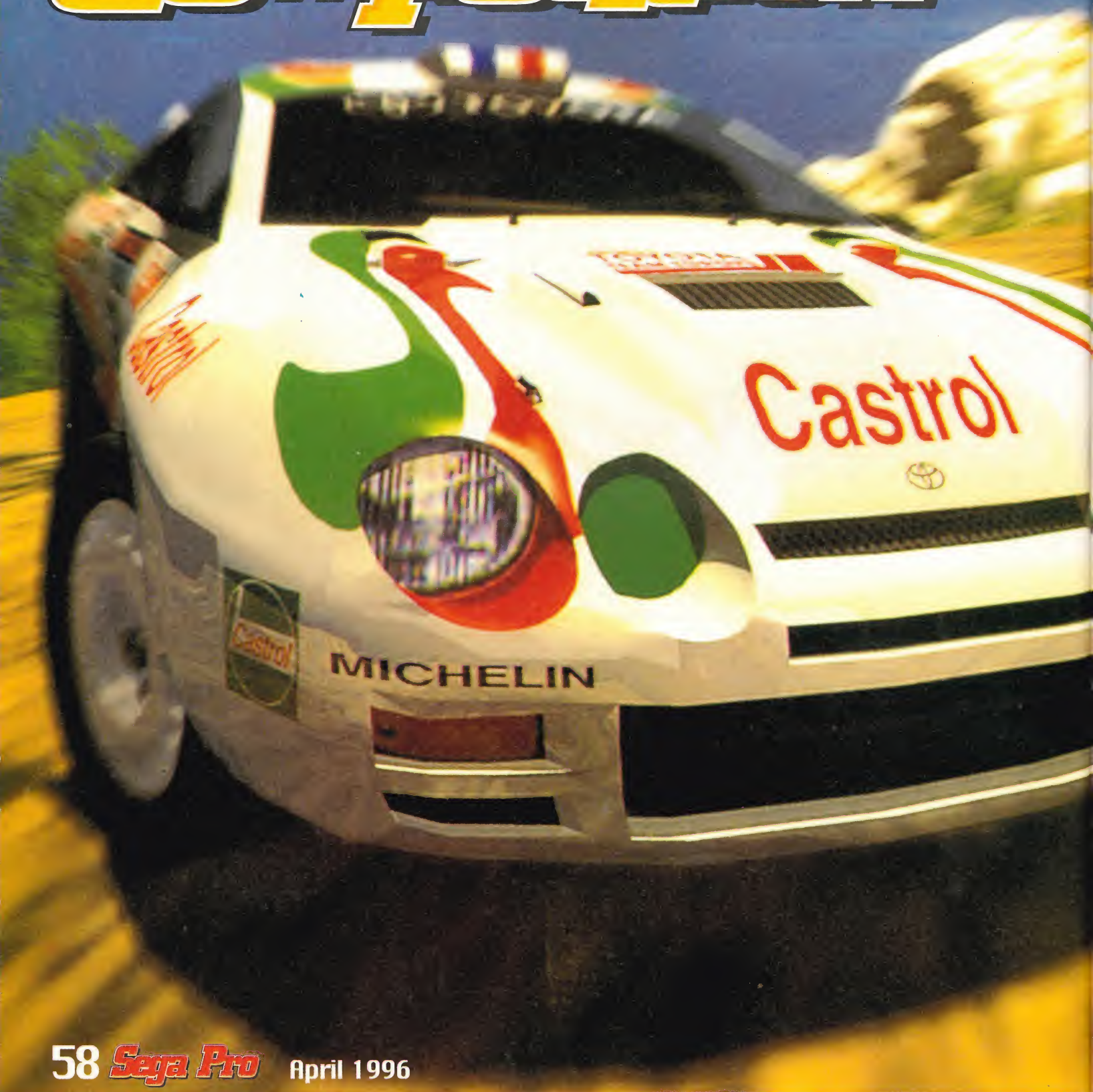
Not enough lives? Getting killed all too quickly? Try this; Like the stage select screen, when the game says 'press start button' press Up, Right, X, X, X, X, X, X, X, X, X, Down, Down, Down, Down, Down, Down, Left, X, X, X, X, X, X, X, Z, X, Y, Y, Y and (finally) Z. This should give you a mega 999 lives!

## Clockwork Knight





# Sega Rally Competition





**Sega Pro isn't part of the crowd. We like to think that we're still the best all-round Sega mag in the world, and to prove it, we've got a competition with a difference for you!**

Instead of the usual 'Answer these questions and hope for the best' type of competition, we've come up with something a little different here at *Sega Pro*. Instead of being a jumped-up lottery, we've actually come up with a Compo that relies on your skills as a gameplayer - not on how lucky you are.

The rules are pretty simple. We want you to grab hold of your copy of *Sega Rally* (What do you mean you haven't got one! Go out and buy it right this very minute!) and get practising. We're holding the **Sega Pro UK Sega Rally Championships**. All you have to do is video your fastest lap on the Mountain course and send it in to us. We'll be running a league table for two issues and after that, the finalists will be contacted and asked to video their best run on the entire Championship section of the game. After that, we will declare the winner.

What will this skillful person receive? Well, they'll be in the running for a Saturn console, plus three games of their choice. The runner-up will receive two games of their choice and the third-place finisher will get one game of their choice. Not bad for a few hours play, eh?

Just in case you don't know how to video your gaming, here's how to do it. Connect your Saturn's SCART cable to the port in the back of your video and then set the channel on your video to AV (It's sometimes called E1 or E2, depending on how many SCART sockets you have on the back of your video). If you're using your Saturn through a regular TV (with the RF lead, in other words), then things are pretty much the same. Connect the RF lead coming out of the Saturn to the 'Antenna In' socket on your video and then tune a spare channel on the video to the Saturn (your video's handbook will tell you how to do this). All you have to do now is press Record on your video and everything you do will be recorded onto tape! Simple, eh?

Right, now that you've videoed your record-breaking time, send it into us, but don't forget to put a sticky label on the cassette with your name, address and telephone number on it so we can get hold of you if you are one of the finalists. Tape should be sent to:

## Sega Rally Challenge

**Sega Pro 14A Union Street Newton Abbot Devon TQ12 2JS**

### RULES:

1. You must be in the Time Attack/3 Lap mode. This gives you a clear track to race on. The options screen must be set to: Handling - Normal, Difficulty - Normal, Ghost Type - A, Time Compare - On.
2. If you don't want to video the entire race, we will accept videos of lap times using the Replay feature.
3. The only car you can use is the standard Celica with Auto gears. No manual or tuned cars (we will be able to tell from your top speed, so cheats will be instantly disqualified).
4. The race must be conducted on the Mountain course.
5. The UK version of the game must be used along with a UK PAL Saturn. The NTSC versions use different time bases, and will throw the timing clock off.
6. Please don't phone us and ask for the latest times. We haven't got the time and besides, the suspense in waiting for the first league table will give you something to think about.
7. The Editor reserves the right to disqualify any entrant who he feels has cheated by using any type of tuned car. This rule also applies to entries submitted using an import version of the game.
8. You can enter as many times as you like, but only your fastest time will be entered into the league table.





Protest!



Email: Cfacts@mazza.demon.co.uk

Your Letters!

Your P

# Protest

PROTEST  
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**We've had a lot of letters this month praising our pull-out guide to VF2. Thanks to all of you who wrote in saying how valuable it was; we hope you feel the same way about our Sega Rally guide. One thing that has been a shortage of this month is pictures. We always like to get drawings and art from our readers, so get cracking. We've got a Sega Pro goodie bag waiting for you if your art is printed!**

**Anyway, if you'd like to write to us, send your letters to:**

**Sega Pro  
14A Union Street  
Newton Abbot  
Devon  
TQ12 2JS**

Dear Sega Pro

I am writing to warn other fair-paying gamers of my experience with Dixons. I have, altogether, bought four things from Dixons. Only one out of these four worked properly. Read and take heed ...

1) A Sega Mega Drive, Sonic 3 and Streets of Rage 2

It was originally intended as a birthday present from my Mum and Dad. Once fully unpacked, we found there was a wire missing. We took it back to the shop and asked for the missing wire. We were given a wire, but when we got home it was the wrong one. We went back to Dixons, told them the problem and they replaced the wire with the correct one. We went home, plugged in the Mega Drive with all the wires attached and Sonic plugged in. We switched it on. We got into a two player game for 20 seconds, then it crashed and wouldn't start again. A little angry, we returned to the shop and were given a replacement Mega Drive and a packet of four tapes as means of compensation. We got home, fiddled about with the tuning for about half an hour and finally got it working.

2) A Mega Drive 6 button Joypad I entered Dixons and looked at the two 6 button joypads available. There was a phase 9 joypad and a MD6 one. I chose the MD6 one. I asked for it at the counter and the man went off into the stock room for a good ten minutes. He returned with a heavy MD6 joypad box. I paid and left. Later I took out the joypad only to find it was a Phase 9 joypad. I went back and got a MD6 joypad. 2 weeks later the D-

pad fell off. I couldn't take it back because I had lost the receipt. I believe (perhaps wrongly) that after searching in the stock room for a while, the member of staff couldn't find a MD6 joypad, so just gave me the Phase 9.

3) A 32X and Virtua Racing Deluxe It was a Christmas present (this year) from my Mum and Dad. This really baffled me. I was dead excited when I got this. 32 bit technology for only £100, brill! I rushed upstairs and between us, my Dad and I got all the wires in the right place and electromagnetic shields rammed in. I plugged in Virtua Racing, tuned it in and found a completely black screen. This was definitely the signal from the 32X because it wasn't a TV programme. After fiddling with it for two days (the shops weren't open until the 27th) and only succeeding in getting the Sega logo up, we took it back to Dixons. We told the man the problem and he plugged it into a TV and all the sockets required. Once the wiring was sorted, it was switched on only to find the garble again, but nothing else. Only Mega Drive carts seemed to work on it. We tried all different combinations possible until eventually we tried a different Mega Drive, a different 32X and a different game. The same, just the garble. We asked for a refund. I was still determined

to get a 32X. Later in the day we were going up to Dorking, so went into Dixons there and asked to see a working 32X. The man said 'sure'. I wasn't as easy as that, though. We managed to just get the garble. Now I've given up with the stinking 32X. Hopefully, this time next year I'll have a Saturn.

I refuse to believe that I just happened to get the only four 32Xs in the world that don't work. As Sherlock Holmes once said 'once you have eliminated all the alternatives, no matter how ridiculous, the remaining possibility is the answer.' The only problem was, we eliminated all the alternatives ourselves.

**Stuart Chapman Hythe, Kent**



**Boy, are you jinxed or what? I wouldn't like to go shopping with you, that's**

**for sure! Seriously though, I don't think you can lay all the responsibility for your trouble at the door of Dixons. Okay, so they should have given you the right joypad, but the problems with the Mega Drive and 32X aren't their fault. Sega must surely take the blame for distributing the faulty goods in the first place, no? Actually, I'm surprised you had trouble with the MD - it's renowned for being extremely reliable. Unfortunately, the 32X isn't. It's riddled with problems. If you flick back through the pages and read our report on Whatever happened to the 32X?, you'll find that one retailer has claimed 70% of the ones he sold were being returned as faulty. Until Sega sort this out, I think you're wise to wait for a Saturn.**



ics!

# ST!

**Saturn v  
PlayStation  
no contest..**



Dear Absolutely Brilliant Sega Pro Every time a new brilliant issue of Sega Pro comes out, I buy it on the same day and today I bought the new Sega Pro magazine. I was reading it when I came across a page where people had written in to ask you to publish a letter asking readers if they would like to buy consoles, or if they wanted a pen friend. They even mentioned consoles or games that they desperately wanted. Anyway, my seven year old neighbour got a Sony Playstation and keeps trying to take the mickey



out of me because I've only got a Mega Drive. After playing on his Playstation, for a considerable amount of time, I have decided that I want one and wrote off to readers ads, Sega Pro, asking you to kindly publish my form. I don't know whether, or not, I did it right, or wrong. If I have done it wrong, could you please send me another form and a possible letter to write on it. **Paul Baran**



The reason you probably never heard anything

**Paul, was because we're trying to save you from yourself. How could you possibly consider getting a Playstation?**

**Sony's over-priced piece of junk is certainly nothing to be jealous off. God, give me a Mega Drive over a Playstation anyday! If you must sell your Mega Drive**

**though, why not save the pennies and put them towards getting a Saturn. Then you can get your neighbour over to play and take the mickey out of him for having a pathetic Playstation. Got it? Until you get your Saturn, I strongly suggest that you brush up a little on your grammar and sentence structure - it will serve you well for the rest of your life.**

## What about the Saturn?

Dear Sirs

I'm a Belgian reader of your magazine Sega Pro since day one. I have forty Mega Drive games, ten CDs and one 32X game. I like these games very much. Now I have some questions for you:

1) When are you starting to make Saturn CD demos, can't you make them so that also the Mega CD owners can play with them.

2) Can I order Mega Power CD demos and which titles are obtainable?

3) You have to speak about the old Mega Drive games and also give tips and cheats about the Mega CD because much new members of your magazine don't have them and not everybody buys a Saturn.

4) I think that Sega Pro is only for Mega Drive, CD and 32X owners and that you have to make another magazine for the Saturn.

5) The tips and hints of Doom in magazine 45 don't work. Do you know of a solution, or do you have any more hints and tips?

I hope this letter will be printed in your magazine.

*Eric Stapelle Belgium*



Before anyone writes in demanding we shoot our Sub-

editor, I think we better make it clear that this letter has been published exactly as it was written. It's come across the channel all the way from Belgium. Now, it may not be the best English ever written, but it's a lot better than my Belgian, so I'm not gonna complain. Anyway, on with the questions.

1) Ah, that old chestnut, cover CDs. We've had people writing in asking if for these before, unfortunately, we've always had the same answer, no!

Admittedly, it would be great to have loads of Saturn demos on one each issue, but the reality is that it would just cost too much for us and, more importantly, for you. A cover CD would add at least £2, maybe £3 to the price of the magazine and that's just too expensive. Another reason we don't really want cover CDs is that only a few of our readers would actually be able to use them. Although the Saturn is the future, at the moment most gamers still have Mega Drives and 32Xs so it would be unfair to hit them with a price hike for a CD they'd never be able to use.

2) Dunno!

3) Seeing as Sega Pro is now over four years old, it's unlikely that all our readers have been with us since day one. If this is the case, you might have missed reviews, tips, hints, etc of interest to you in past issues. There's two ways of getting around this problem; either write to Paragon Publishing enquiring about buying back issues, or write to us and see if we can help.

4) What? Sega Pro is only for MD, 32X and Mega CD? Uh-huh! Guess again, buddy. We're

as dedicated to the Saturn as anybody and pride ourselves on being the first with all the latest reviews and gossip. If you want a specialist Saturn mag, then go ahead, there's plenty of 'em out there, but if you think we're splitting up Sega Pro you're living in a dream world!

5) The tips for Doom were done way before our time. If they don't work then it isn't our fault. As for getting hold of some new ones, check out Protips.





# All the way from Singapore

Dear Sega Pro

Please answer my questions

- 1) Why can't the Saturn and arcade versions of games be released at the same time?
- 2) The Saturn can run up to 60 frames per second, so why do games like Sega Rally and Daytona have to run at 30 frames per second? If they run at 60 frames per second, their graphics would be arcade perfect. Right?
- 3) Why didn't the Saturn Daytona have a two player mode like Sega Rally?

4) Why isn't AM1 and AM3 making games for the Saturn?

I hope you can answer all my questions, thanks!

Li Mingli Singapore



Quite a continental Protest this month - first a letter from Beglum and now one from

Singapore. We're a world famous mag, you know? Anyway, Li spent a fortune sending her letter from half way across the world, so the least we can do is answer her questions.

- 1) Theoretically I suppose they could, but arcade versions are released first for two main reasons; first, it gives the software companies some idea of how popular the game is and secondly, if they were released at the same time, who'd go down the arcades?

- 2) The Saturn can run up to 60 frames of animation per second, but only with simple graphics. Games like Sega Rally, which are hugely detailed and have really fancy graphics, can only run at 30 because they require so much processing time and take up a lot more of the machine's processing time.

- 3) An oversight on behalf of the programmers.

- 4) AM2 have just finished the really impressive Sega Rally, but what AM1, 3, 4, 5, 6 ..., 112, 113 etc are up to, I have no idea! To be honest, and I'm just guessing, I think AM1 and AM3 are arcade research and development teams for Sega in Japan, whilst AM2 are the home console development team. So AM1 and AM3 are indirectly doing their bit for Saturn owners.



## Game Gear Fan

Dear Sega Pro

Being a Game Gear fanatic, I've been getting worried about the disappointing number of reviews recently. Apart from Garfield (which I thought was a load of c£@p) there hasn't been any in the last three months. Just because the Saturn is around, doesn't mean people aren't still interested in the Game Gear. So come on, sort it out and give us a few reviews.

Ben Mathews



Contrary to what you might think Ben, we're not ignoring the Game Gear and we're certainly not giving the Saturn priority over it. All Sega machines get an equal billing. It's just that there's been no releases for the Game Gear in the last few months. Before you get all depressed though, flick back through the pages and check out our reviews on the two classic new releases, Super Return of the Jedi and PGA Tour '96.



Dear Sega Pro

Having been a Mega Drive owner for several years, I've decided the time has come for me to 'upgrade' to one of the next generation machines.

Now I know you've probably been asked this a thousand times, but which is better, the Playstation or the Saturn? I would really appreciate your advice as I'm a bit confused.

Sam Carpenter



Choosing the right machine to buy is always tricky. When you're forking out £300 you can't afford to make a mistake - Jaguar owners will testify to this. Don't worry though, if you opt for a Saturn or a Playstation you won't regret it.

But which of the two is better? Well, trying to be unbiased, I'd have to say the Saturn. Although the Playstation appears to have got more games out at the moment, it's quality that counts and with Sega Rally, Daytona, VF2 and JVC Victory Boxing the Saturn looks the better choice. Also, with Sega at the wheels, you're guaranteed even more top titles. In the end though, it has to be your own choice - after all, you're the one splashing the dosh.





# Readers' Art

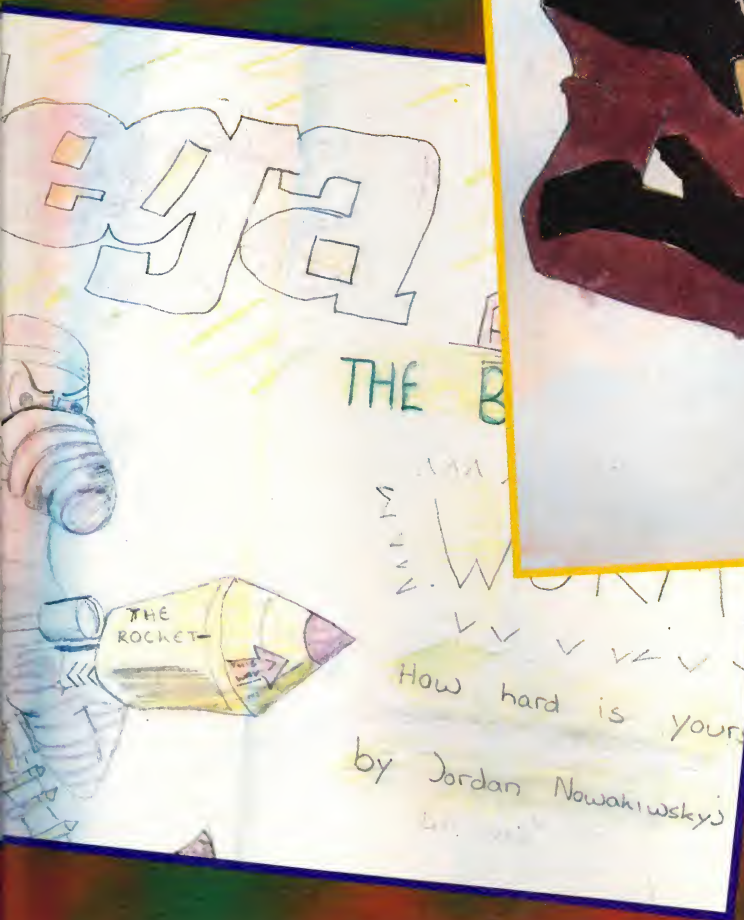
# Sega Pro



If you fancy yourself as a budding Picasso (or, in Miles' case, just fancy yourself), send your works of art into us at the following address and we'll print a selection every month. Can't say fairer than that, eh? Send them to: **Sega Pro Readers' Art, 14a Union Street, Newton Abbot, Devon, TQ12 2JS.**



# Awesome!!



- (Above) Simon Jones from Lodon is quite a dab-hand with the watercolours!
- (Above left) Jennifer Stevens shows us that she's no pushover when it comes to *Virtua Fighter*!
- (Left) Jordan wants to know how hard your worm is! I think we'll leave that question for the time being!



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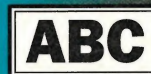
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All the boys at Vic Tokai, Guy at JVC and anyone else I've forgotten! No thanks at all go to all the publishers who promised us games, didn't send them and then refused to answer our phone calls or faxes.



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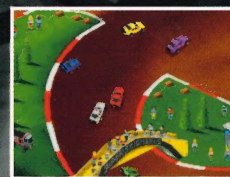




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